
Subject: Re: Cinematics help!

Posted by [fatalcry](#) on Thu, 21 Jun 2007 09:13:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Wed, 20 June 2007 11:36

-200 Create_Real_Object, 3, "New Invisible Box", 0, "Weapon"?

What do mean by box? is it like a bone? but the bigger it is the bigger the explosion is? and do i put it in the same animation at point 0,0,0?

if its harder to setup than the bones please say how

thanx

fatal
