

---

Subject: Re: Gmax/Max - animate visibility of an object  
Posted by [Jerad2142](#) on Wed, 12 Dec 2007 14:14:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

There is a trick to get muzzle animations to work as well, you make them invisible emitters that are only visible during the first frame of firing.

---