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.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums