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Subject: Re: Vehicle attack animations

Posted by [Poskov](#) on Fri, 18 Apr 2008 11:10:50 GMT

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ParentBone (I leave this blank?)

MuzzleBone MuzzleA0 (Must it be this?)

Animation name of the animation

FirstFrame 0

LastFrame -1 (Must it be this?)

AfAnimation 0 (I put 0 here?)

AfFirstFrame 0

AfLastFrame 0

Time 0.1

TimerNumber 45645

When I attack, the animation just keeps playing, even when I exit  
or stop firing

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