

---

Subject: Re: Vehicle attack animations

Posted by [Jerad2142](#) on Fri, 18 Apr 2008 13:47:43 GMT

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

---

opps, sorry I forgot to say what parent bone was, set it to be Turret, and if it still keeps repeating.

AFAAnimation should be an animation, I forgot about that as well, sorry about the confusion, I just suggest it be the same animation as listed before.

As for lastframe, after I looked at some of my old work, I now see that it should be the actual last frame if you want to keep it from repeating indefinitely.

---