
Subject: Re: Vehicle attack animations
Posted by [Poskov](#) on Sun, 20 Apr 2008 13:28:00 GMT
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These are my script settings:

ParentBone	Turret
MuzzleBone	MuzzleA0
Animation	V_CHAMELEON.V_CHAMELEON
FirstFrame	0
LastFrame	9
AfAnimation	V_CHAMELEON.V_CHAMELEON0
AfFirstFrame	0
AfLastFrame	0
Time	0.1
TimerNumber	45645

But the Chameleon just keeps spinning its blades after I tap the fire button
