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Subject: Re: Vehicle attack animations

Posted by [Jerad2142](#) on Mon, 21 Apr 2008 14:48:54 GMT

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Poskov wrote on Sun, 20 April 2008 07:28 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  
AfAnimation null.null

Try that.

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