

---

Subject: Re: Raveshaw Throw

Posted by [Canadacdn](#) on Tue, 15 Jul 2008 17:47:40 GMT

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

---

I've come to the conclusion that it's done by a bunch of animations that would attach Havoc to a bone on Raveshaw's arm and throw him. However, I cannot figure out how to make this work properly, as all of the boss settings for Raveshaw have been removed from LevelEdit.

---