Subject: animation question
Posted by my486CPU on Fri, 04 Mar 2011 03:05:11 GMT
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I created an aggregate for a building I am working on (well finished with) and I set up an animated crate to move from one structure to the other of same building, I did this by assigning a path constraint controller to an object to follow a spline, and it works fine (does what it is supposed to), but the problem I am having is that when I run the map I have to be looking directly at the object otherwise it becomes invisible (if I turn to one side or the other it disappears). It kinda looks like a VIS glitch but this happens with or without the VIS system set up.

Does anyone have any idea as to what could be causing this?

A screen shot cant show you what I mean but I will put one in anyway 'cause people seem to always want one :/

File Attachments
1) aScreenShot.jpg, downloaded 734 times