
Subject: Re: Animated projectile
Posted by [Reaver11](#) on Sun, 02 Dec 2012 15:31:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Would it be possible to use a callbox to call in an animated missile/tile model and use an invisible box as the actual projectile?

What kind of projectile are you trying to make? Perhaps your idea could work with scrolling textures and emitters?
