
Subject: Re: Animated projectile
Posted by [LR01](#) on Sat, 08 Dec 2012 13:59:06 GMT
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Reaver11 wrote on Sun, 02 December 2012 16:31 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?

No, it's not that simple. I want a animated model, it can't be done by textures/emitters.
