
Subject: Re: Help requested! :) - Vehicle animations
Posted by [Mauler](#) on Tue, 29 Apr 2014 19:45:04 GMT
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Jerad Gray wrote on Tue, 29 April 2014 09:42Mauler wrote on Tue, 29 April 2014 02:29It is not..
We have tried that..
I had it work the other day, I just had to make Fire1Anim(or possibly just the animation) play the
stopped animation.

Try LE settings like this:

Animation:
tank.stopped

Fire0Anim:
tank.fire

Fire1Anim:
tank.stopped

(Its possible that it fell apart, but I could have sworn it worked at one point during 4.0).

Yeah we tried that but using that LE setting only gave us one frame of the animation we made for
it.. so it did work just only with one frame playing and then it would stop haha..
