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Subject: New turret I want to make

Posted by [IRON FART](#) on Sat, 01 Nov 2003 06:53:46 GMT

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Quote:

If you uninstall the Windows update, you can reopen your \*.gmax files without any difficulty, and proceed as you once did.

Well, I know, but I somehow managed to fk up the files some other way. Actually now that I think of it I don't think it was that bug, although what happened with me sounded VERY similar. I think it was TO DO with graphic card settings. But I got a new gfx card since, and I deleted all my work that I made because either it still didn't open or I deleted it before I got my gfx card.

Quote:

3. you need to create a firing animation, although this will get screwed up if it fires fast, so if it fires fast have the doors open/close fast, if it fires slow then the doors can open slowly, animation will be as follows "doors open... pause... doors close", a really kewl effect could be made to have the turret come out of the door a bit as right as the doors are opening, but remember, it will play this animation every time the weapon fires, but you said it was a big gun, so give it a shot.

So Make the shutter animations part of the firing animation?

Goddamn.....I need more hours in my day

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