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Subject: Animation

Posted by [boma57](#) on Sun, 01 Feb 2004 22:30:27 GMT

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It's been awhile since I've done animation, and now I can't figure out what's going wrong.

I have a catapult (Not for the Fist of Fate mod ), but when I try to make it pull back, wait a few frames, then fire, it screws up. When pulled back, the arm has a bar that it rests on. I have it animated pulling back slightly above the bar, then releasing, but it keeps going all the way through the bar.

A visual is probably better than an explanation:

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