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Subject: Animation

Posted by [LR01](#) on Fri, 04 Aug 2006 11:23:13 GMT

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How would I make (if possible) that when you fire there will be a animation played, yes , its a vehicle's gun I'm talking about.

This would be nice for a gatteling gun

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Subject: Re: Animation

Posted by [danpaul88](#) on Fri, 04 Aug 2006 11:24:06 GMT

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I have tried this before, unfortunately there does not seem to be a way to do it in Renegade. The best you can get is a recoil by attaching the barrel mesh to the muzzle bone.

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