
Subject: spawn animation

Posted by [R315r4z0r](#) on Fri, 29 Dec 2006 00:11:43 GMT

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Is there a way that I can use that cinematic where the Transport chopper drops in a vehicle when I want a vehicle to spawn?

I don't want it to just appear, I want it to get dropped in.

Subject: Re: spawn animation

Posted by [Jerad2142](#) on Fri, 29 Dec 2006 02:25:54 GMT

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Attach "Test_Cinematic" to an invisible box, when ever it spawns it will play the cinematic and then destroy itself.
