
Subject: Big Gun Destruction Animation
Posted by [rrutk](#) on Wed, 14 Jan 2009 13:53:13 GMT
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Some1 knows, why this Big Gun Destruction Animation dont work, if i set it in Leveledit as an explosion (and link the preset to it)?

File Attachments

1) [x3c_biggun.w3d](#), downloaded 64 times

Subject: Re: Big Gun Destruction Animation
Posted by [ErroR](#) on Thu, 15 Jan 2009 16:33:57 GMT
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i think it's a preset, cuz it's a vehicle, and they have explosion twidlers when they die

Subject: Re: Big Gun Destruction Animation
Posted by [rrutk](#) on Wed, 21 Jan 2009 01:53:47 GMT
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works, was my mistake. there was a wrong replacement file in the package.

Subject: Re: Big Gun Destruction Animation
Posted by [Gen_Blacky](#) on Wed, 21 Jan 2009 06:36:51 GMT
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are you working on your museum mod

Subject: Re: Big Gun Destruction Animation
Posted by [rrutk](#) on Wed, 21 Jan 2009 12:40:12 GMT
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Gen_Blacky wrote on Wed, 21 January 2009 00:36are you working on your museum mod
will release complete new version (0.3b) soon. I hope, within 2 - 4 weeks.
