
Subject: Animation

Posted by [ohmybad](#) on Thu, 28 Aug 2003 21:31:46 GMT

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Is it possible to make an animation that stops when the vehicle stops? Like making helicopter blades to stop turning.

Subject: Animation

Posted by [Ferhago](#) on Thu, 28 Aug 2003 21:34:37 GMT

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I think it is. The trans heli does it wonderfully.

Are you referring to reborn and the legs that keep moving?

Anyway for your question, I think you have to include the animation in the w3d file not specify what animation it should use

Subject: Animation

Posted by [CNCWarpath](#) on Thu, 28 Aug 2003 22:19:13 GMT

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The helicopter blades move on a "rotor" bone.

Subject: Animation

Posted by [Laser2150](#) on Thu, 28 Aug 2003 22:59:42 GMT

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to bad there isn't a bone like that where its like the rotor bone.
But the Leg would Spin on the Z axis kinda messing up the design LOL.

Subject: Animation

Posted by [ohmybad](#) on Fri, 29 Aug 2003 01:22:31 GMT

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FerhagoI think it is. The trans heli does it wonderfully.

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what animation it should use

No its not bout' reborn I was just woudering is there a bone to stop and start an animation when u get out.
