
Subject: Re: Pimp my Vehicle?

Posted by [Jerad2142](#) on Fri, 24 Nov 2006 03:46:21 GMT

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If you have scripts.dll there is a script called "Reborn_IsMech" that script will use your models name and play animations depending whether it is going forward or backward (Ex. name, name_m, & name_b). It would need all three 3d models first having no animation the other to would have forward and backward animations.
