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Subject: Need help with animation... (Nevermind)  
Posted by [\[REHT\]Spirit](#) on Mon, 09 Jun 2003 20:26:49 GMT  
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Ok, here's what I'm doing:

From the looks of it, Renegade takes the origin bone, or whatever bone is linked and considered as the origin as the core position and all of the vehicle. Probally rotation too.

In other words.....if an animation can rotate just the origin.....we just might be able to make A-10s barrol roll and all without exploding.

So how do I rotate just the origin without replacing it and whatever?

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