
Subject: Re: A little help in skinning
Posted by [Raptor RSF](#) on Mon, 23 Jun 2008 18:51:42 GMT
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i know why they are not sync with the 30 sec. time

all c4's on the map do have the same texture and same mesh and the animations of them are sync.

and another thing is:

the animation begins when the c4 is in ur handwhen viewing from 3e person camera.

If someone tell me how i can do the following things i will make the c4!

1. How can i make the timed c4 having an animated mesh ingame?
(no texture animations)
2. if that doesnt work, the only solution is modify the scripts or something. But i dont know c++

It would be great if anyone with c++ experience can make it!

That way we are be able to make a timer for c4 - nuke - ion
