
Subject: Re: Mech scripts

Posted by [E!](#) on Wed, 23 Nov 2011 06:18:52 GMT

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the JFW_Vehicle_Animation Script should work. Where have u attached it to?(in LE in the Presets tree or straight to the Vehicle after placed on the map?) What Parameters have u used please post me all of them:

Animation

Subobject

FirstFrame

LastFrame

Blended

Time

TimerNum
