
Subject: help whit proxy c4

Posted by [NACHO-ARG](#) on Sat, 28 Jan 2012 01:56:03 GMT

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i maked a proximity c4 model, then exported it and test it in game, it works fine but i got a single issue, the model wont get alinged whit the ground, the position change depending of the angle i´m aim when i throw it, i fixed the same issue whit a timed c4 model by linking the model to w_c4-t bone but i get no results when linking the proximity model to w_c4-p, so any ideas?
