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Subject: Re: Animated projectile

Posted by [N1warhead](#) on Tue, 20 Nov 2012 03:44:11 GMT

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I've done it before on a previous mod, I don't have the slightest clue on how I did it, I forgot. I know it started with building a tank shell (3ds max.) Not sure if you can do it with guns its self, but I've done it with tanks at least.

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