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Subject: Re: Script question.

Posted by [LR01](#) on Tue, 08 Jan 2013 21:51:54 GMT

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jonwil wrote on Sat, 05 January 2013 01:14: Actually, the Fire0Anim and Fire1Anim fields in LE are the best way to do vehicle fire animation in 4.0 (ever since I actually make them work)

How are you supposed to use them?

When I tried it only played one frame of the animation.

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