Subject: Re: Help requested! :) - Vehicle animations
Posted by Jerad2142 on Tue, 29 Apr 2014 15:42:46 GMT
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Mauler wrote on Tue, 29 April 2014 02:29It is not.. We have tried that..
I had it work the other day, I just had to make Fire1Anim(or possibly just the animation) play the
stopped animation.

Try LE settings like this:
Animation:
tank.stopped

Fire0Anim:
tank.fire

Fire1Anim:
tank.stopped

(Its possible that it fell apart, but I could have sworn it worked at one point during 4.0).