
Subject: Any way to make complex bounding boxes?
Posted by [Adavanze](#) on Fri, 26 Sep 2003 21:06:00 GMT
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What you can do is make an animation that will play when you shoot, this can easily be done but the animation would be continuous unless you time it to stop the animation. Like a firing animation on a gun - but on a vehicle, it runs nearly the same way.
