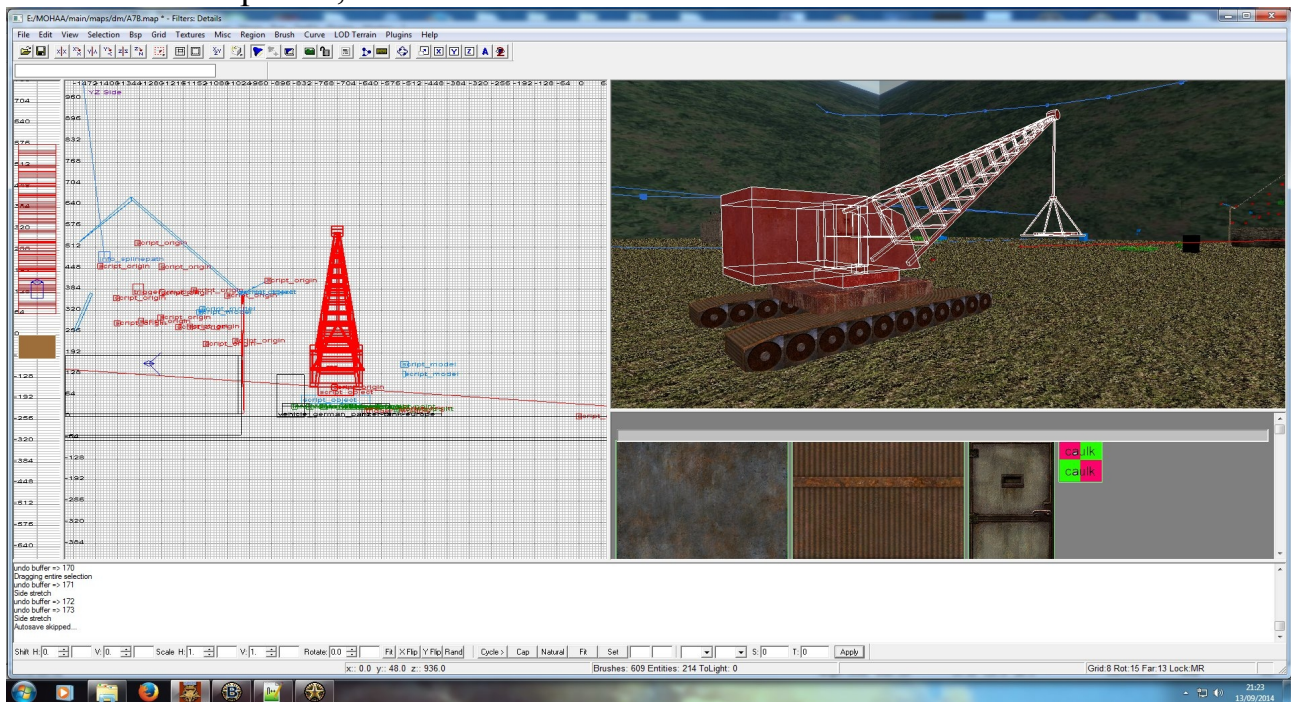


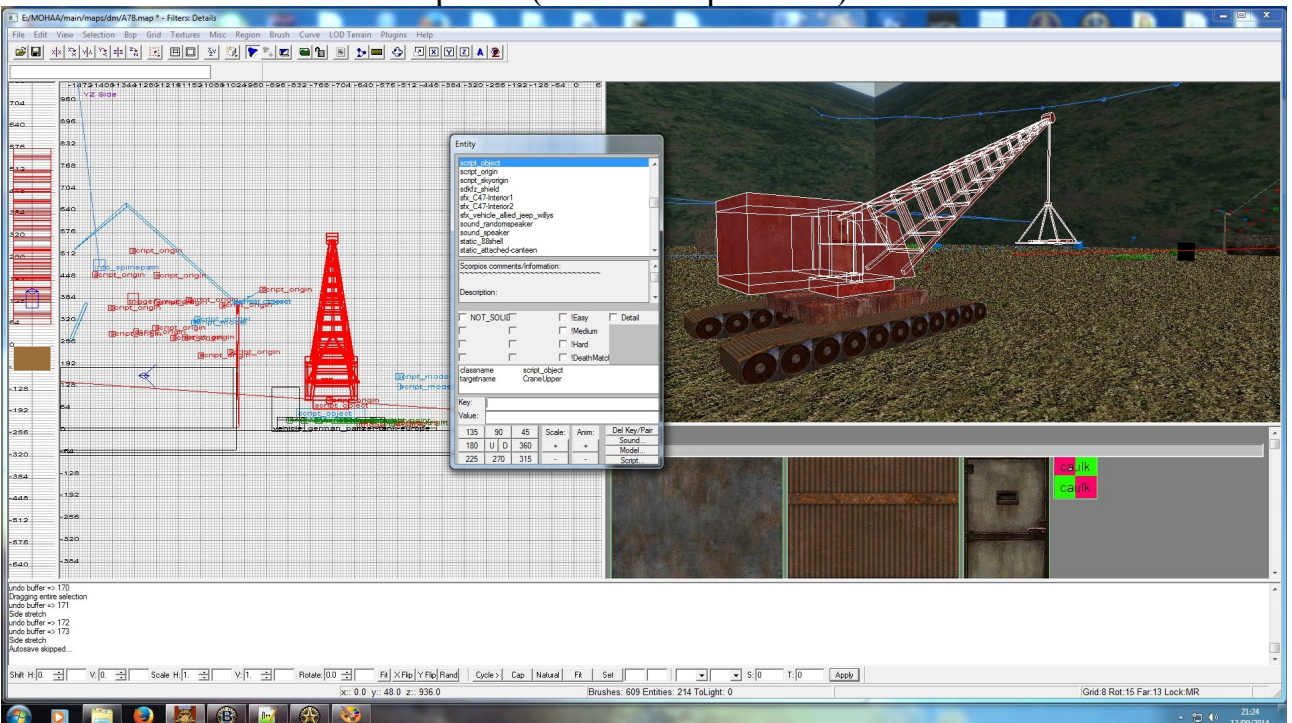
Animating a Crane made from Brushes

by Cobra {sfx}

Load the Crane prefab, it is made from brushes ...



You will need to select the top half (I used complete tall)

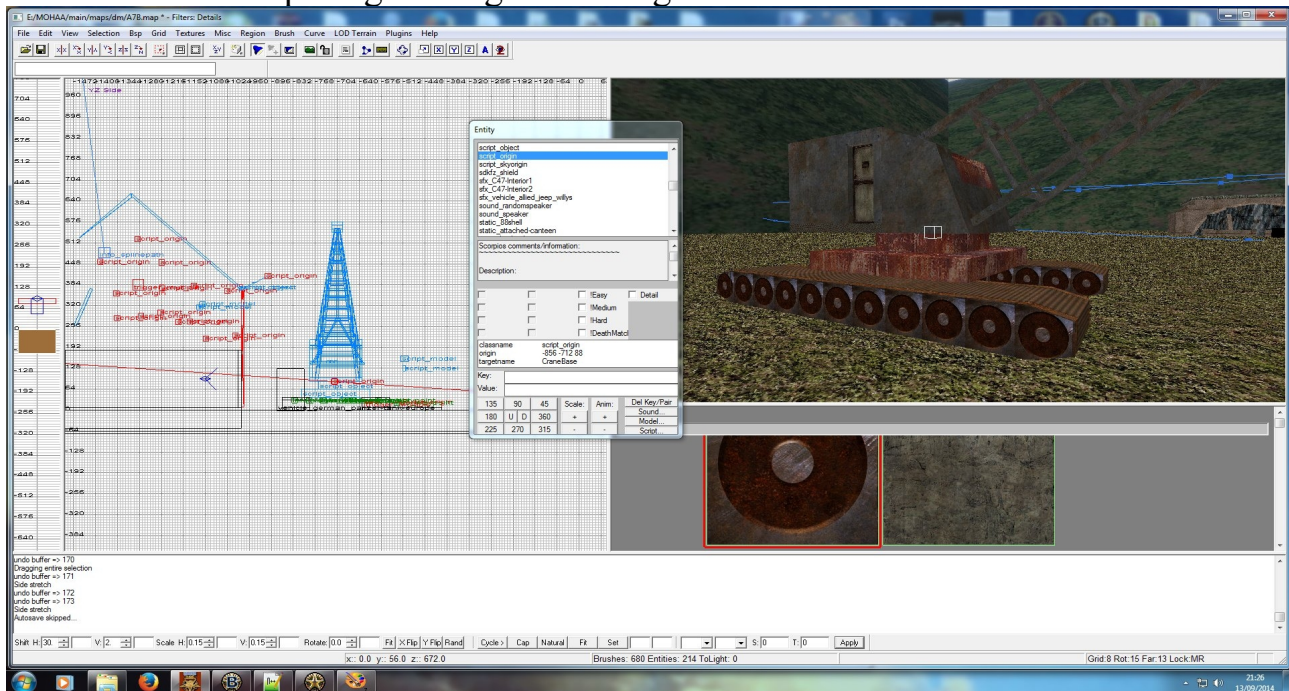


... and make it into a script_object with a targetname.

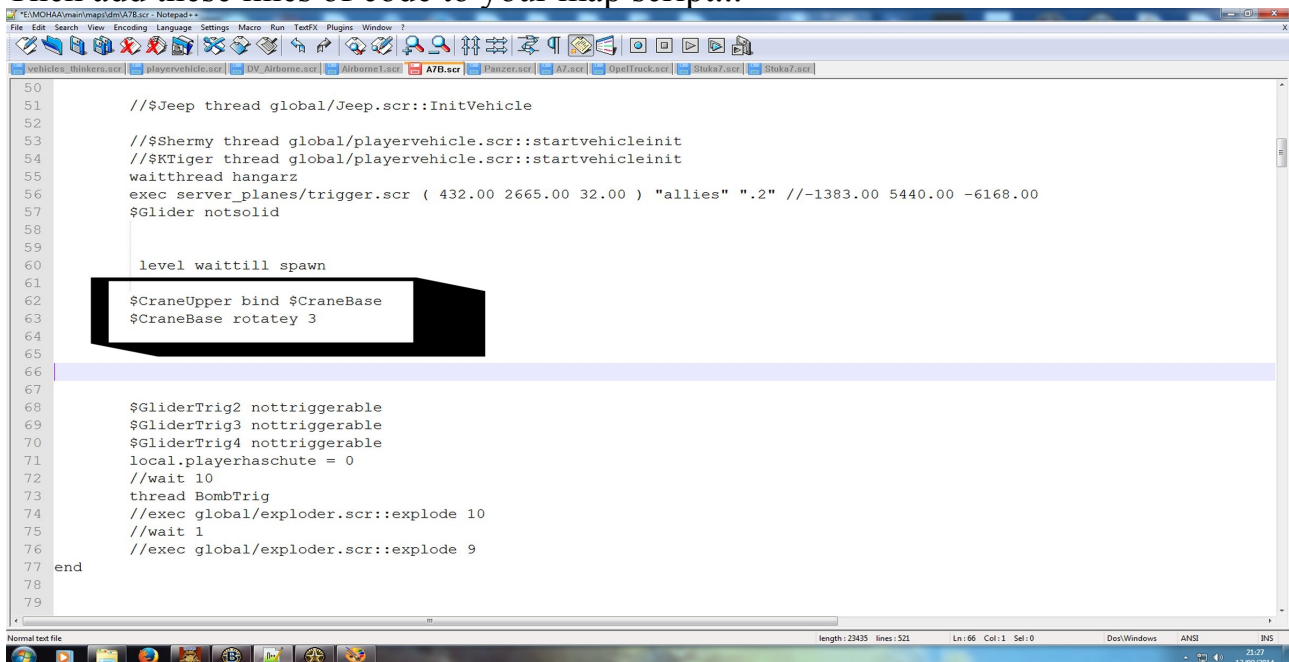
Animating a Crane made from Brushes

by Cobra {sfx}

Next we add a script origin and give it a targetname ...



Then add these lines of code to your map script...



... Were binding the top half of the crane to the script_origin then rotating the script_origin. Easy huh! Finished prefab included :)

Vid ... <http://www.youtube.com/watch?v=RIWFsePKnxU>

Cobra {sfx}

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