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Subject: Vehicle door animation script idea

Posted by [Deactivated](#) on Thu, 19 Aug 2004 11:06:16 GMT

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JFW\_Set\_Animation\_On\_Custom\_2 (starts an animation when a custom is sent, plays the animation again when it receives another custom and plays a sound whenever it receives a custom)

Animation (the animation to use e.g. V\_HUMVEE.V\_HUMVEE)

Loop (whether to loop or not, 0 = not loop, 1 = loop)

Subobject (the subobject to use for this animation, a value of 0 will mean "no subobject")

Message (message to listen for)

Message2 (2nd message to listen for)

Sound

FirstFrame (frame to start animating at, 0 means first frame, -1 means "current frame")

LastFrame (frame to go to, -1 means "end of animation")

Blended (some value for blended animation, only applies to Solders))

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