Subject: Vehicle door animation script idea
Posted by Deactivated on Fri, 20 Aug 2004 11:03:29 GMT
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Other similar ideas:

Set_Animation_On_Custom_Sticky

Works like JFW_Set_Animation_On_Custom, but it repeats the last frame when it receives
Custom, and the first frame when it receives Custom 2.

This could be useful things like animating aircraft landing gears.
Eg. You enter an Harrier aircraft, and the landing gears move inside the body

Not related:
Quote:EnableStealthOnCustom_Sound
Enables stealth on custom (eg. vehicle enter) and disables stealth on another custom (eg. vehicle
exit). Plays a sound whenever it receives a custom.

Differences with the standard preset stealth setting;
Eg.
-Stealth effect is applied only when somebody is in the vehicle.
-The cloaking sound can be seperate from the engine start/stop sound.

Blazea58
Other then the fact they open and close once you get in , maybe you could fine tune that so
instead the window goes down all the way or something differnt

Yeah, but windows sliding up and down every time you enter the vehicle would look stupid. That's
why we need the Sticky script.