Subject: Killzones Posted by Cpo64 on Thu, 26 May 2005 06:12:37 GMT View Forum Message <> Reply to Message

if its a vehicle why not just have it on a looping waypath...

That way you don't have to do any animation, and the death that would happen by you being hit is already set up...

Otherwise, I belive you can set a animation to kill on contact.