
Subject: Re: Do fire0anim and fire1anim actually do anything?

Posted by [Jerad2142](#) on Thu, 06 Jul 2006 00:21:40 GMT

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Well here is what you do, first you attach the JFW_Timer_Send_Custom script to it. Once every few seconds have it send a message to an object with the JFW_Reflect_Message script. Then on the object with the animation have the JFW_Enable_Disable_Animation_On_Custom script (I think that is what it is called but I'm not sure) now set it up so when ever it receives the message it enables and disables the vehicles separate idle animation.

And just as a side note the fire animations will toggle every time you fire from fire0anim to fire1anim.

If you have any questions about this send the question to my e-mail at
