Subject: Re: JFW_Gate_Zone_2 problem
Posted by Zion on Thu, 06 Jul 2006 21:29:07 GMT
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Yes, the script was added to a zone next to the gate and the ID is the ID of the gate. I used JFW_Gate_Zone_2 because it said in the read me that JFW_Gate_Zone was not for multiplayer.

I dont understand the "Animation" value, right now its "MANUAL". The "AnimationMode" is in the same gate in the "Tiles" preset branch. Could this value be explained in more detail?