
Subject: Re: JFW_Gate_Zone_2 problem
Posted by [Jerad2142](#) on Thu, 06 Jul 2006 21:59:47 GMT
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Okay ignore the fact the animation mode says manual, that has nothing to do with it. To make it work get the .w3d file name and if the animation is in the same file as the w3d file you just take the name of the file and double it (EX. jggate.w3d -> jggate.jggate) then put THIS in the JFW_Gate_Zone_2 animation preset (Also JFW_Gate_Zone works fine in multi player if you have bh.dll from my experience). But I'm pretty sure that JFW_Gate_Zone_2 is for vehicle class gates, not Tile.
