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Subject: Re: Harvesters (Player Controlled)  
Posted by [crazfulla](#) on Sat, 04 Aug 2007 07:26:39 GMT  
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Heres some screenies of my animation settings:

Works for me.

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#### File Attachments

1) [dollar\\_anim\\_setup.JPG](#), downloaded 1690 times

**Edit object**

General **Physics Model** Settings Dependencies Scripts

Physics Type: **DynamicAnimPhys**

Settings

ModelName  
dollar.w3d

— Animation Settings —

CollisionMode **NONE**

AnimationMode **LOOP**

AnimationName  
DOLLAR.DOLLAR

— Shadow Settings —

☐ CastsShadows

ShadowNearZ -1.000 meters (-1 for default)

ShadowFarZ -1.000 meters (-1 for default)

OK Cancel OK & Propagate...

**Edit object**

General Physics Model **Settings** Dependencies Scripts

Health 100.000

HealthMax 100.000

Skin **Blamo**

ShieldStrength 0.000

ShieldStrengthMax 0.000

Shield Type **Blamo**

DamagePoints 0.000

DeathPoints 0.000

TranslatedNameID

InfolconTextureFilename

Encyclopedia Type

OK Cancel

**Edit object**

General Physics Model **Settings** Dependencies Scripts

☐ NotTargetable

BullseyeOffsetZ 0.000

Radar Blip Type None

Animation

KilledExplosion

☒ DefaultHibernationEnable

☐ AllowInnateConversations

☐ UseCreationEffect

Orator Type

☐ IsEditorObject

☐ IsHiddenObject

Player Terminal Type <None>

OK Cancel OK & Propagate...

**Edit object**

General Physics Model Settings Dependencies **Scripts**

Below is the list of scripts assigned to the current object below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Destroy_Self_Timer	3.00,4321

**3 seconds**

Add... Modify... De...

OK Cancel