Subject: Re: Harvesters (Player Controlled)
Posted by crazfulla on Sat, 04 Aug 2007 07:26:39 GMT

Heres some screenies of my animation settings:

Works for me.

File Attachments

1) dollar_anim_setup.JPG, downloaded 1261 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

InfoIconTextureFilename

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 obje
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