

---

Subject: Re: Basegates - Why don't they open for Harvesters??

Posted by [Canadacdn](#) on Tue, 04 Sep 2007 18:20:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The DSAPO one is just a static object. You will need a different gate model that is animated, and then you script it to play the animation when a vehicle approaches.

---