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

Posted by [SWNight](#) on Tue, 04 Sep 2007 18:28:18 GMT

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razorblade001 wrote on Tue, 04 September 2007 13:18 Does it open for you.. or any other unit other than the harvester?

Just opens for me.

IronWarrior wrote on Tue, 04 September 2007 13:20 Can't help to notice of you're big shiney godlen weapons you have.

Nice advanage skin you have.

They arn't that shiny in-game. They are actually pretty dull...

Canadacd wrote on Tue, 04 September 2007 13:20 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.

And how do I do that?

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