**Subject: Setting death animations**
Posted by R315r4z0r on Mon, 07 Apr 2008 01:58:36 GMT
View Forum Message <> Reply to Message

I made a death animation for a bridge. I exported it as an animation, temped an explosion in the explosion preset folder and made it into my explosion. I took the object that I wanted to use the explosion for and set its kill explosion to the explosion I temped.

When I get in game I hear the sound of it exploding as well as the screen shake intensity I set, but the animation doesn't play, it just disappears.

The animation does work, I can watch it in the W3D viewer.

What did I do wrong?