

---

Subject: Re: AirStrike ported to 4.0  
Posted by [robbyke](#) on Tue, 17 Jul 2012 14:05:05 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i know the fix for the loop thing

-1 Play\_Animation, 8, "X1A\_FP10\_A0.X1A\_FP10\_A0" , 0

use the zero to stop animations from looping one to make them loop

-1 Play\_Animation, 7, "VF\_GDI A10.VF\_GDI A10" , 1

this one needs a loop else the plane wont be rendered

that should fix the plane loop flying over and over again

---