Subject: about animation in scripts, I need help from C++ people
Posted by jonwil on Tue, 24 Feb 2004 00:15:45 GMT
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Firstly, there is Set_Animation_Frame, I know how that works but it doesnt work in MP (hence the broken obelisk fire animation)

Secondly, there is Set_Animation, I really really really need someone to help me figure out that one.

And thirdly, there is Action_Play_Animation. I dont know if this works in MP or not. Plus, I dont know all the fields of the ActionParamsStruct.

So, if anyone wants to figure out Set_Animation for me and also to figure out anything about the ActionParamsStruct and the commands that go with it, that would be really really really great.