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Subject: Help Wanted

Posted by [Oblivion165](#) on Mon, 24 May 2004 07:25:59 GMT

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yeah i have the same problem. I made two maps for a new hope, i dont know if they will include them or not, i gave it to html god though.

Temple Duel Arena

Death Star Trench Run

well the bird i made do a perfect circle as its animation.

and a death animation.

My question is, how do i tell renegade to change the regular animation to the death one when its shot.

i did it as a tile (Damageablestaticphys), and it worked but it played the death animation over and over.

And i cant place it as a soldier or anything.

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