
Subject: War Fac Production Animation Possibilities
Posted by [Anonymous](#) on Fri, 08 Nov 2002 14:53:00 GMT
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I'm going to start working on the TS war facs soon I had a cool idea for the production animation. I think it be really neat if your veichle comes up (or down) on a lift and rolls right out onto the tarmac. Is this possible to do or will the tank not show up and I'll have to use my imagination while the lifts are moving?Triforce

Subject: War Fac Production Animation Possibilities
Posted by [Anonymous](#) on Fri, 08 Nov 2002 15:14:00 GMT
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this would require an underground part of the warfactory and would be too complicated.

Subject: War Fac Production Animation Possibilities
Posted by [Anonymous](#) on Fri, 08 Nov 2002 16:06:00 GMT
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well um.... the war fac has a build animation when the arms come down. mabye if u would look a bit at those u chould find out something. then make then make the vehicle construction place at the bottom and make the lift an animation. Just a thought

Subject: War Fac Production Animation Possibilities
Posted by [Anonymous](#) on Fri, 08 Nov 2002 16:22:00 GMT
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quote:Originally posted by DeafWasp:this would require an underground part of the warfactory and would be too complicated.Toooooooooooooooooo complicated for your simple mind J/K...wait no...I mean that.

Subject: War Fac Production Animation Possibilities
Posted by [Anonymous](#) on Fri, 08 Nov 2002 22:39:00 GMT
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I think it would be quite possible, although, you would have to make it so that the vehicle spawns on the lift, and the lift takes it up to the surface staight away. I don't know how well this would work with the waypaths. The animation wouldn't be too difficut to do though.
