Subject: More animation help
Posted by c0vert7 on Sun, 12 Nov 2006 02:58:21 GMT
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Ok I got some instructions for someone but I think I did something wrong here. I wanted to make a rock u can blow up, I made the animation and added an emmiter to it with proxy. Than I exported it to level edit with the frames set in the spot and the animation on the 0,0,0 in the XYZ coordination boxes. I loaded it into my map and tried to kill it, nothing happens, can anyone give me a step by step instruction of what to do in level edit to make the rock blow up?

Subject: Re: More animation help
Posted by Veyrdite on Fri, 17 Nov 2006 23:53:06 GMT
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have you setup its health?

Subject: Re: More animation help
Posted by Jerad2142 on Sat, 18 Nov 2006 00:08:51 GMT
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Does the rock have projectile collisions enabled on it?

Subject: Re: More animation help
Posted by c0vert7 on Sat, 18 Nov 2006 01:53:52 GMT
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Health is 74 with skin flesh. The collison in renx is all select, and in level edit its set at stop.
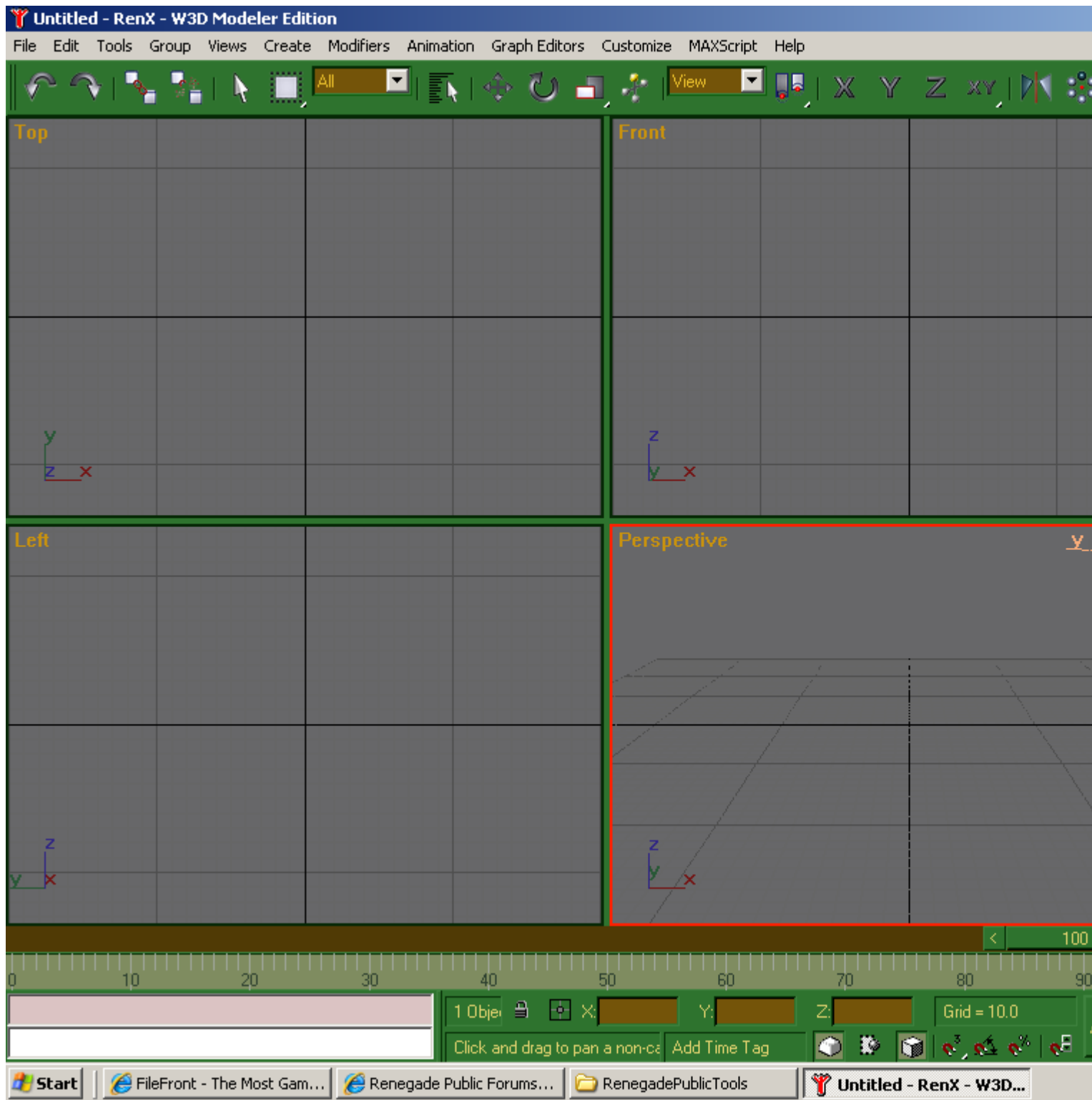
Subject: Re: More animation help
Posted by Jerad2142 on Sat, 18 Nov 2006 02:40:34 GMT
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Sometimes a picture helps:

File Attachments
1) picture.png, downloaded 326 times

Subject: Re: More animation help
Posted by c0vert7 on Sat, 18 Nov 2006 15:32:20 GMT
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Thats wat I got expect I have vehicle selected to. Or does it matter?

Subject: Re: More animation help
Posted by Jerad2142 on Sat, 18 Nov 2006 15:40:16 GMT
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Try not to have the vehicle setting selected to, because that is like having a double collision for vehicles (although it should not effect its death). Wait, is you rock a vehicle or terrain type, because if its a vehicle it needs a world box and the world box would have the physical, and camera collision option checked. And the rock itself would only have the projectile checked. It would help if you took a picture of its settings in level editor, and posted the picture.

Subject: Re: More animation help
Posted by c0vert7 on Sat, 18 Nov 2006 16:29:53 GMT
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No its a rock that when u blow it up u go into a tunnel. Well one does the others might not have anything.

Subject: Re: More animation help
Posted by Jerad2142 on Sun, 19 Nov 2006 01:10:34 GMT
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I still say a picture would help!

Subject: Re: More animation help
Posted by Stallion on Sun, 19 Nov 2006 08:36:43 GMT
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c0vert7 wrote on Sat, 18 November 2006 10:29No its a rock that when u blow it up u go into a tunnel. Well one does the others might not have anything.

DUDE!!!!! What were you just saying the other day in the n00bstories forums about keeping it a secret.

Subject: Re: More animation help
Posted by c0vert7 on Mon, 20 Nov 2006 02:46:37 GMT
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Never said where it was .