
Subject: More animation help

Posted by [c0vert7](#) on Sun, 12 Nov 2006 02:58:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 emitter 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

[View Forum Message](#) <> [Reply to Message](#)

have you setup its health?

Subject: Re: More animation help

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 00:08:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Health is 74 with skin flesh. The collision in renx is all select, and in level edit its set at stop.

Subject: Re: More animation help

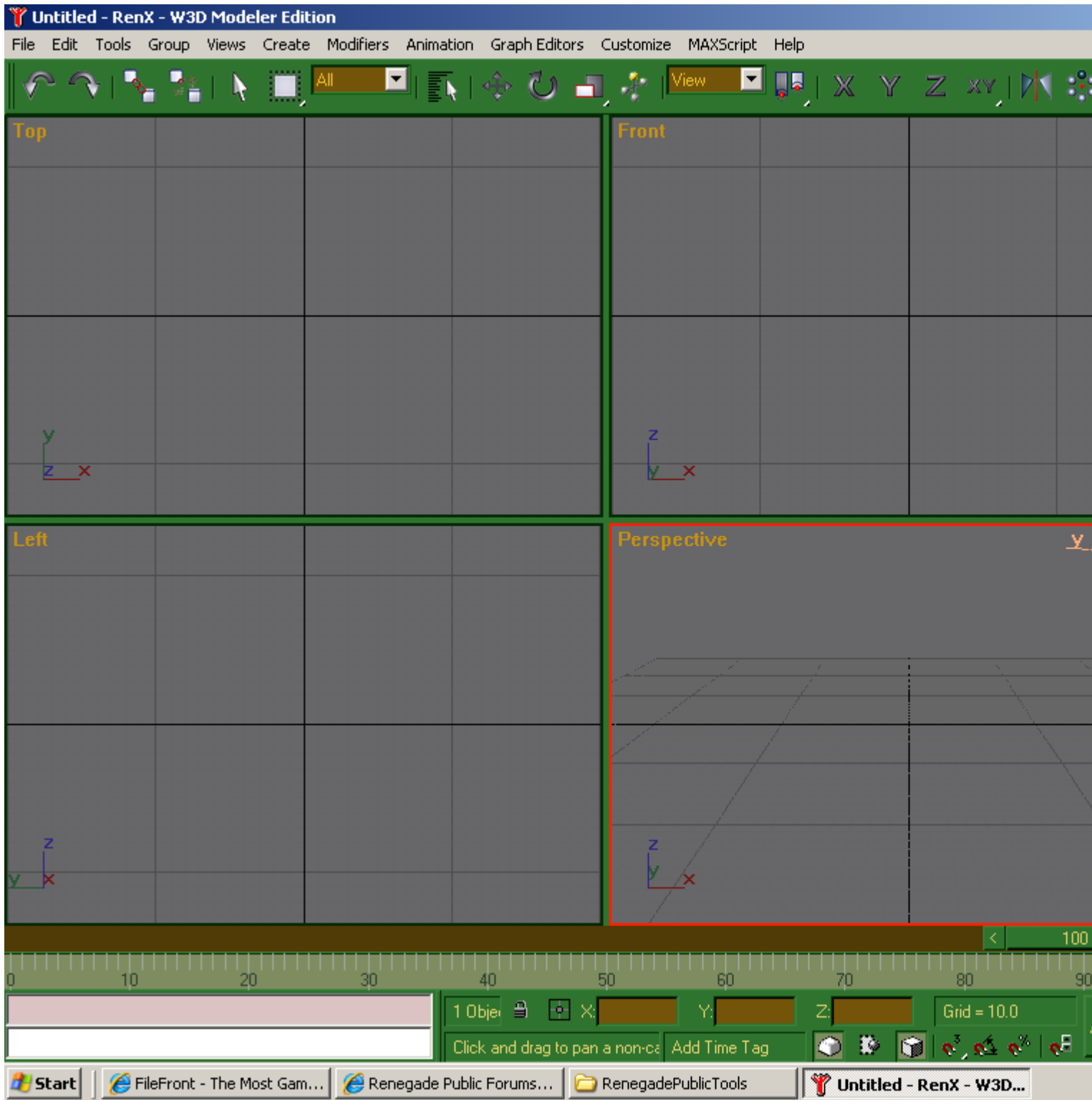
Posted by [Jerad2142](#) on Sat, 18 Nov 2006 02:40:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sometimes a picture helps:

File Attachments

1) [picture.png](#), downloaded 144 times



Subject: Re: More animation help
Posted by [c0vert7](#) on Sat, 18 Nov 2006 15:32:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

I still say a picture would help!

Subject: Re: More animation help

Posted by [Stallion](#) on Sun, 19 Nov 2006 08:36:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

Never said where it was .
