
Subject: Disable Animations`?

Posted by [IronWarrior](#) on Tue, 05 Jun 2007 11:04:23 GMT

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Does anyone know if I can disable this animations on this object server side please?

Also, what is the script that stops giving the enemy points if added to an object?

Thank you.

Subject: Re: Disable Animations`?

Posted by [reborn](#) on Tue, 05 Jun 2007 12:22:52 GMT

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IWarriors wrote on Tue, 05 June 2007 07:04Does anyone know if I can disable this animations on this object server side please?

Also, what is the script that stops giving the enemy points if added to an object?

Thank you.

What do you mean? The water around the vehichle or it's propellers?

Also, you can just change the "settings" of a vehichle in level edit so that the damage points = 0 to not give points away for damage (and killed).

Subject: Re: Disable Animations`?

Posted by [IronWarrior](#) on Tue, 05 Jun 2007 12:52:22 GMT

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Reborn wrote on Tue, 05 June 2007 07:22IWarriors wrote on Tue, 05 June 2007 07:04Does anyone know if I can disable this animations on this object server side please?

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Ah, well, I main thing would be the "water bursts", but am guessing you wouldnt be able to disable

one thing and have the other working.

Ah, I thought there was a script called M01_Points or something?

Subject: Re: Disable Animations`?

Posted by [reborn](#) on Tue, 05 Jun 2007 13:01:09 GMT

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IWarriors wrote on Tue, 05 June 2007 08:52

Ah, well, I main thing would be the "water bursts", but am guessing you wouldnt be able to disable one thing and have the other working.

Ah, I thought there was a script called M01_Points or something?

I'm almost sure the animation for the water is actually part of the w3d model for the hovercraft itself. I imagine it would be hard, if not impossible to remove server side.

There most likely is a script like that, if you need one for just not giving points to the enemy when they shoot you, and you can't find that m01 one, then I will make one for you.

Subject: Re: Disable Animations`?

Posted by [IronWarrior](#) on Tue, 05 Jun 2007 13:35:10 GMT

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Reborn wrote on Tue, 05 June 2007 08:01IWarriors wrote on Tue, 05 June 2007 08:52

Ah, well, I main thing would be the "water bursts", but am guessing you wouldnt be able to disable one thing and have the other working.

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I'm almost sure the animation for the water is actually part of the w3d model for the hovercraft itself. I imagine it would be hard, if not impossible to remove server side.

There most likely is a script like that, if you need one for just not giving points to the enemy when they shoot you, and you can't find that m01 one, then I will make one for you.

Thank you that would be asesome.

Am just having a game right now, when am done, I go though the lists of scripts to make sure there isnt any, I think there is one, just not in my scripts.dll

Am gonna see if I can download vb somewhere, then I can start porting over some scripts that I could use.

Subject: Re: Disable Animations`?

Posted by [Jerad2142](#) on Tue, 12 Jun 2007 08:07:05 GMT

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All I would do is replace the hover crafts emitter with a blank emitter to get rid of the water effect then you don't have to bring it into renx, or change the model at all. Second damage points are changeable in the "settings" tab.

Subject: Re: Disable Animations`?

Posted by [IronWarrior](#) on Wed, 13 Jun 2007 02:32:15 GMT

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Jerad Gray wrote on Tue, 12 June 2007 03:07All I would do is replace the hover crafts emitter with a blank emitter to get rid of the water effect then you don't have to bring it into renx, or change the model at all. Second damage points are changeable in the "settings" tab.

How would you do that in LE?
