
Subject: Animation won't export

Posted by [Anonymous](#) on Tue, 19 Nov 2002 16:50:00 GMT

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Okay, another question, how do I get it to open when a unit is built or someone walks up to it? I can't find where GDI's war fac door settings are, otherwise I would have cloned them. Right now this is the way I have it set up: The door is called up by an aggregate. The door contains an aggregate box of its own, wep#shunt~, just like the other one. New tile preset, with Doorphy selected, null replaced by my model, and opens for vehic. checked. Push mode and Animation manual selected. What's wrong now? Triforce (Update!) I did it! I got it to work all on my own! (almost) I didn't have the script zones made to open the door in the right place, I also changed push to stop and now everything works! Thanks to all who helped! Triforce [November 19, 2002, 17:35: Message edited by: Triforce]
