Subject: how to make an animated object kill you
Posted by StoneRook on Sat, 05 Apr 2003 17:09:00 GMT

this is from Greg about the "kill" setting:

Quote:Unfortunately I think thats a bug in the editor.  It must not be saving that variable properly.  The "kill" setting for animations was very useful too.  I don't know a way around it other than hacking the level after the editor has saved it out and that would be very difficult.

greg


So - you will have to come up with a different solution to kill people ingame.

This setting used to work - but the last patch may of done it in...