Posted by Oblivion165 on Sun, 03 Apr 2005 21:32:05 GMT
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My pt wont animate like it should with the building damage.

In the pt i got three different versions of the glass (shown below) and on three frames it brings one to the front.

0 Green 1 Yellow 2 Red

in leveledit i have them setup as building aggregates, and the frames setup on the damage states. They dont chage though.

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