Subject: Pt not animating
Posted by Oblivion165 on Mon, 04 Apr 2005 18:40:54 GMT
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ok so far i changed a few things.

I made the Pt's seperate from the interior, but all the meshes are still prefixed for the controller

"obpwr#PCT_" followed by generated number.

And they dont show the correct health, all stay at 100, but when i kill the building to red, the pts flash red then goto green.