
Subject: Re: scripts.dll 2.2 progress report
Posted by [Spice](#) on Mon, 10 Oct 2005 07:46:24 GMT
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On JFW_Vehicle_Zone_Animation do you have a option to set the animation to loop or un-loop? I would like it to not loop. Just simply play to the last frame, then when the vehicle exits it plays backwards to frame 0.
