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Subject: More animation help

Posted by [c0vert7](#) on Sun, 12 Nov 2006 02:58:21 GMT

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Ok I got some instructions for someone but I think I did something wrong here. I wanted to make a rock u can blow up, I made the animation and added an emitter to it with proxy. Than I exported it to level edit with the frames set in the spot and the animation on the 0,0,0 in the XYZ coordination boxes. I loaded it into my map and tried to kill it, nothing happens, can anyone give me a step by step instruction of what to do in level edit to make the rock blow up?

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