
Subject: Re: Harvesters (Player Controlled)
Posted by [crazfulla](#) on Sat, 04 Aug 2007 07:26:39 GMT
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Heres some screenies of my animation settings:

Works for me.

File Attachments

1) [dollar_anim_setup.JPG](#), downloaded 1656 times

Edit object

General | Physics Model | **Settings** | Dependencies | Scripts |

Physics Type: **DynamicAnimPhys**

Settings

ModelName: dollar.w3d

Animation Settings

CollisionMode: **NONE**

AnimationMode: **LOOP**

AnimationName: DOLLAR.DOLLAR

Shadow Settings

CastsShadows

ShadowNearZ: -1.000 meters (-1 for default)

ShadowFarZ: -1.000 meters (-1 for default)

OK **Cancel** **OK & Propagate...**

Edit object

General | Physics Model | **Settings** | Dependencies | Scripts |

Health: 100.000

HealthMax: 100.000

Skin: **Blamo**

ShieldStrength: 0.000

ShieldStrengthMax: 0.000

Shield Type: **Blamo**

DamagePoints: 0.000

DeathPoints: 0.000

TranslatedNameID:

InfolconTextureFilename:

Encyclopedia Type:

OK **Cancel**

Edit object

General | Physics Model | **Settings** | Dependencies | Scripts |

NotTargetable

BullseyeOffsetZ: 0.000

Radar Blip Type: None

Animation:

KilledExplosion:

DefaultHibernationEnable

AllowInnateConversations

UseCreationEffect

Orator Type:

IsEditorObject

IsHiddenObject

Player Terminal Type: <None>

OK **Cancel** **OK & Propagate...**

Edit object

General | Physics Model | Settings | Dependencies | **Scripts**

Below is the list of scripts assigned to the current object. Click the buttons below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Destroy_Self_Timer	3.00,4321

3 seconds

Add... **Modify...** **Delete...**

OK **Cancel**