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Subject: Re: Giant Boat Animation

Posted by [ErroR](#) on Mon, 12 Jul 2010 12:43:45 GMT

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my486CPU wrote on Sun, 11 July 2010 18:18I dunno maybe you could just make some animated wave tiles and set the collision mode to push in the editor. I was actually thinking of trying that on a stream with some animated tiles under it. like the person above me said just experiment ...you could probably get something close to what you want.

Btw as far as limit there is one I ran into it a while back I don't remember what the sector size was but the editor would crash with a memory error when I was running the pathfinder. I actually had to redo the map.

wouldn't that cause blue hell at some point? or make put the player in a constant fall state.

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