
Subject: Re: Set_Animation(params);
Posted by [danpaul88](#) on Mon, 13 Dec 2010 11:08:42 GMT
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Look around for something to set the Human State parameter of the infantry unit, it might be something to do with that. Although, if it is, then changing it back might halt the animation anyway.

One (EXREMELY HACKY) solution if you can't find anything else that works would be to make the infantry unit invisible, spawn a COPY of the infantry unit, disable the copys collision settings, attach it to the original infantry unit (so they move together) and run the animation on that copy instead, and once the animation completes delete the copy and set the original infantry back to visible.

Yes, it would be an incredibly ugly and dirty hack, but it should get the job done (the invisible original infantry would still take damage, although the collision meshes would not line up perfectly with the mesh positions of the animated one... shooting for the body in this instance would work well)
