Subject: new discovery about Set_Animation
Posted by jonwil on Fri, 16 Apr 2004 01:32:56 GMT
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Set_Animation_Frame doesnt work in multiplayer...
However, its now possible to clone that effect by doing this:
Commands->Set_Animatrion(object,animation,false,"",0,framenumber,false)
The same applies to all my animation scripts, pass a number other than -1 as the frame
parameter and it should go to that frame and stop.

Hopefully this opens up even more animation effects.