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Subject: Two Questions

Posted by [Oblivion165](#) on Fri, 17 Sep 2004 00:26:04 GMT

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I Made everything in my mod animated basically. Just about every terrain item is damagable, from doors, to Rope Bridges. But on some of them i want to kill people if they touch it on its death animation.

Such as i have a 2nd floor door that bust through the rails and falls to the ground, but it doesnt kill the person under it. just hangs there till they move.

I put collision mode to kill, but it sets it back to default. Should i make a explosion with no textures or something? just a kill radius?

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Second Question, Can someone export strings to excel for me, it seems my version is to new for it to export properly.

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Subject: Two Questions

Posted by [YSLMuffins](#) on Fri, 17 Sep 2004 01:25:00 GMT

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It's a known bug in Level Edit, but I'm you can find another way to do it with scripts...

anyone?

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Subject: Two Questions

Posted by [Dante](#) on Fri, 17 Sep 2004 04:25:19 GMT

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it was confirmed by Mr. hjelstrom that the animation mode of kill was removed in one of the early patches due to some very bad bugs and exploit possibilities, im sure if you search for it, you can see the converstations between stonerook and him about it. stonerook was the king of animations.

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Subject: Two Questions

Posted by [Oblivion165](#) on Fri, 17 Sep 2004 12:39:39 GMT

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hmm

I made the kill zone, small with high damage, and it works ok, but it kills anyone under the porch, aswell. Ill ask him about it.

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Subject: Two Questions

Posted by [Madtone](#) on Fri, 17 Sep 2004 13:50:01 GMT

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Can't you make a script zone under the porch and when it recieves a custom it kills anything in that zone. Then append a on death send custom script to the rail and when it breaks it sends ths custom to kill anything in that script zone.

Not sure if this will work, but its another concept on how to do it.

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