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Subject: Pt not animating  
Posted by [Oblivion165](#) on Sun, 03 Apr 2005 21:32:05 GMT  
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My pt wont animate like it should with the building damage.

In the pt i got three different versions of the glass (shown below) and on three frames it brings one to the front.

0 Green 1 Yellow 2 Red

in leveledit i have them setup as building aggregates, and the frames setup on the damage states. They dont chage though.

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Subject: Pt not animating  
Posted by [laeubi](#) on Mon, 04 Apr 2005 05:49:24 GMT  
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Have you seted them up with the right Mesh prefix? Just a common problem I want to come up with

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Subject: Pt not animating  
Posted by [htmlgod](#) on Mon, 04 Apr 2005 10:59:59 GMT  
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Be sure to [X]AnimationEnabled for each of the building states you've done on your texture. Also, wouldn't hurt to check out your model in w3d viewer and make sure it'll run through the frames for each building state.

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Subject: Pt not animating  
Posted by [Oblivion165](#) on Mon, 04 Apr 2005 13:04:17 GMT  
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Yep, as you can see in the picture the pt is selected and it is showing the correct health

obpwr#

and all of the boxes are checked for animate :/

When i look at it in WV the pt looks like its having a heart attack, so it is animating correctly.

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Subject: Pt not animating  
Posted by [SuperMidget](#) on Mon, 04 Apr 2005 17:48:04 GMT  
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(\*Psst\* How does one play maps 1 vs 0?)

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Subject: Pt not animating  
Posted by [WNxCABAL](#) on Mon, 04 Apr 2005 17:53:24 GMT  
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Multiplayer LAN

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Subject: Pt not animating  
Posted by [Oblivion165](#) on Mon, 04 Apr 2005 18:40:54 GMT  
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ok so far i changed a few things.

I made the Pt's seperate from the interior, but all the meshes are still prefixed for the controller

"obpwr#PCT\_" followed by generated number.

And they dont show the correct health, all stay at 100, but when i kill the building to red, the pts flash red then goto green.

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Subject: Pt not animating  
Posted by [Oblivion165](#) on Tue, 05 Apr 2005 13:59:28 GMT  
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Come on guys

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Subject: Pt not animating  
Posted by [Slash0x](#) on Tue, 05 Apr 2005 18:08:26 GMT  
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Look at existing gmax files and clone existing presets from the preset list...edit a little here and there and BAM! you have yourself a working PCT.

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