
Subject: [EDITED] Set an animation on a building aggregate

Posted by [danpaul88](#) on Sun, 16 Jul 2006 12:50:52 GMT

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EDIT: OK, i just worked out JFW_Set_Animation_On_Custom only works if its attached to the object you want to animate.

Is there another script I could use which can set an animation on another object (EG a building aggregate, since you cant actually put scripts on those...)

Subject: Re: [EDITED] Set an animation on a building aggregate

Posted by [Viking](#) on Sun, 16 Jul 2006 16:28:23 GMT

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You could try just makin a animated object and put it where you want in level edit?

Subject: Re: [EDITED] Set an animation on a building aggregate

Posted by [danpaul88](#) on Sun, 16 Jul 2006 16:34:59 GMT

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Yeah, but I am trying to make it animate when the building constructs a vehicle... it's probably easier in the long run though, just add a script to send a custom from the PCT whenever anyone accesses it... but it won't be able to distinguish if they actually bought a vehicle or not.
