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Subject: how to make an animated object kill you  
Posted by [Titan1x77](#) on Fri, 04 Apr 2003 05:33:39 GMT  
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i made an animated object to move up and down....i want it so that if it lands on you(squishes you) that you'd die.

Can i attach a script to the botom of the object ?...so when it hits you you die.

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Subject: how to make an animated object kill you  
Posted by [Titan1x77](#) on Fri, 04 Apr 2003 09:55:09 GMT  
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i tried to use the kill mode in commando but it wont apply it...it goes back to push.

It's an elevator thats constantly moving.....when i go underneath it it just stops there.

What should i do so when it lands on somebody it kills them?

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Subject: how to make an animated object kill you  
Posted by [Doitle](#) on Fri, 04 Apr 2003 12:50:23 GMT  
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Hmm... Too bad you can't attach commando objects to each other... other wise I would say to put a "Kill Zone" on the bottom of the elevator... Oh well, maybe one of the superbrains on commando here can help us.

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Subject: how to make an animated object kill you  
Posted by [General Havoc](#) on Fri, 04 Apr 2003 13:07:21 GMT  
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I think if you made the object that kills you a vehicle then you could make it kill you. Go to <http://www.nodnl.net> and see near the end of the flag tutorial. It shows you there how to add a H.A.M. as a vehicle into leveledit. I'm not sure exactly how it would work but you can try it and see if it works. You may need to mess around with some of the settings though. Just because you adding an object as a vehicle it doesn't mean it has to be a vehicle.

\_General Havoc

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Subject: how to make an animated object kill you  
Posted by [StoneRook](#) on Sat, 05 Apr 2003 17:09:00 GMT  
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this is from Greg about the "kill" setting:

Quote:Unfortunately I think that's a bug in the editor. It must not be saving that variable properly. The "kill" setting for animations was very useful too. I don't know a way around it other than hacking the level after the editor has saved it out and that would be very difficult.

greg

So - you will have to come up with a different solution to kill people ingame.

This setting used to work - but the last patch may have done it in...

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Subject: how to make an animated object kill you  
Posted by [Deafwasp](#) on Sat, 05 Apr 2003 18:08:13 GMT  
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can you detonate a invisible explosion at the same time it drops the item? that way the guy would die and the object will look like it killed him.

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