Subject: Setting death animations
Posted by R315r4z0r on Mon, 07 Apr 2008 01:58:36 GMT
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I made a death animation for a bridge. I exported it as an animation, temped an explosion in the explosion preset folder and made it into my explosion. I took the object that I wanted to use the explosion for and set its kill explosion to the explosion I temped.

When I get in game I hear the sound of it exploding as well as the screen shake intensity I set, but the animation doesn't play, it just disappears.

The animation does work, I can watch it in the W3D viewer.

What did I do wrong?

Subject: Re: Setting death animations
Posted by YSLMuffins on Mon, 07 Apr 2008 22:36:20 GMT
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I don't know if you can have a bridge destruction animation set as an "explosion" preset. You probably have to make it as a building aggregate with a building controller in order for the destroyed animation to play.

That's how I did it.

Subject: Re: Setting death animations
Posted by mrÃ£Ã§Å·z   on Mon, 07 Apr 2008 22:41:23 GMT
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Maybe you could write a Script, edit JFW_Death_Destroy_Object,
Just change Destroy Object to Play a Animation, maybe this would
work. And then add the Script to the Bridge in Level Editor.

Subject: Re: Setting death animations
Posted by R315r4z0r on Tue, 08 Apr 2008 03:08:32 GMT
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Nvm, I figured it out. For some reason the W3D wasn't exporting with the map.

So I had to make the animation into a physical map object and hide it off the map. That told the game that I needed that W3D, and since it took it, the animation works.