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Subject: I little question

Posted by [ErroR](#) on Tue, 05 Aug 2008 15:35:40 GMT

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The ob charge animation i've got a fv (that i use only for single player and new scripts) and a demo version + RxD (with allways.dat,.dbs allways2.dat from fv) and the demo doesn't have the ob charge animation can it be added somehow the w3d file or something

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Subject: Re: I little question

Posted by [Goztow](#) on Tue, 05 Aug 2008 18:06:03 GMT

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I don't understand your question :-S.

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Subject: Re: I little question

Posted by [saberhawk](#) on Tue, 05 Aug 2008 20:27:32 GMT

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ErroR wrote on Tue, 05 August 2008 10:35The ob charge animation i've got a fv (that i use only for single player and new scripts) and a demo version + RxD (with allways.dat,.dbs allways2.dat from fv) and the demo doesn't have the ob charge animation can it be added somehow the w3d file or something

No.

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Subject: Re: I little question

Posted by [ErroR](#) on Wed, 06 Aug 2008 10:29:53 GMT

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What file is responsible for the ob charge animation cuz i preety much all the files in my demo are from fv

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Subject: Re: I little question

Posted by [saberhawk](#) on Wed, 06 Aug 2008 12:26:09 GMT

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ErroR wrote on Wed, 06 August 2008 05:29What file is responsible for the ob charge animation cuz i preety much all the files in my demo are from fv

You most likely do have the file in place, the network event to actually play the animation won't work in the demo however.

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