
Subject: Script question.

Posted by [roszek](#) on Fri, 04 Jan 2013 23:03:33 GMT

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Is there a fire animation script for vehicles in 4.0?

Subject: Re: Script question.

Posted by [LR01](#) on Fri, 04 Jan 2013 23:18:36 GMT

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Ra2Ven_FireAnimation

<http://www.renegadeforums.com/index.php?t=msg&goto=401355&rid=0>

Subject: Re: Script question.

Posted by [jonwil](#) on Sat, 05 Jan 2013 00:14:06 GMT

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Actually, the Fire0Anim and Fire1Anim fields in LE are the best way to do vehicle fire animation in 4.0 (ever since I actually make them work)

Subject: Re: Script question.

Posted by [LR01](#) on Tue, 08 Jan 2013 21:51:54 GMT

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jonwil wrote on Sat, 05 January 2013 01:14: Actually, the Fire0Anim and Fire1Anim fields in LE are the best way to do vehicle fire animation in 4.0 (ever since I actually make them work)

How are you supposed to use them?

When I tried it only played one frame of the animation.

Subject: Re: Script question.

Posted by [jonwil](#) on Wed, 09 Jan 2013 00:54:54 GMT

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It should work, I swear I made it work at some point during the 4.0 development cycle.

Subject: Re: Script question.

Posted by [roszek](#) on Wed, 09 Jan 2013 13:55:08 GMT

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I dunno seems to just jump to the last frame for me (blink of an eye animation). Maybe I'm setting something wrong or maybe you set it up to play at the speed of some weapon or ammo setting in presets?

Edit: I just tried using Ra2Ven_FireAnimation and it works once in LAN and only once and not at all in FDS? any ideas?

Subject: Re: Script question.

Posted by [Jerad2142](#) on Wed, 09 Jan 2013 18:09:39 GMT

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In its original state it used to keep playing after it started.

Don't suppose the new system requires a rapid fire weapon to make it keep animating?

Subject: Re: Script question.

Posted by [roszek](#) on Wed, 09 Jan 2013 19:23:44 GMT

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I also tried Ra2Ven_FireAnimation2 and this one works perfect in lan but the animation only triggers once in fds :/

Can anyone tell me why?
