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Subject: triggered building animations?

Posted by --oo00o00oo-- on Wed, 11 Feb 2004 18:15:31 GMT

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now i know how to animate a model. but how do i got about setting up a building so when a vehicle "enters an area" it triggers the animation. heres my idea of what i want to do. i want to remodel the repair depot. remember the depot in RA2 with the moving arms? i want to add an armature or 2 coming out of the grounf nead the sides of the depot and have them move (acting like they are repairing when a vehicle enters the area). also it needs to become disabled when the depot it destroyed. if u can help me out by either explaining it or by directing me to any info on this i would be thankful.

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