
Subject: new discovery about Set_Animation
Posted by [jonwil](#) on Fri, 16 Apr 2004 01:32:56 GMT
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Set_Animation_Frame doesnt work in multiplayer...
However, its now possible to clone that effect by doing this:
Commands->Set_Animatrion(object,animation,false,"",0,framenummer,false)
The same applies to all my animation scripts, pass a number other than -1 as the frame parameter and it should go to that frame and stop.

Hopefully this opens up even more animation effects.

Subject: new discovery about Set_Animation
Posted by [Deactivated](#) on Fri, 16 Apr 2004 10:54:49 GMT
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Vehicle enter and exit anims?

(Humvee's doors open and APC's manhole lifts up)

Subject: new discovery about Set_Animation
Posted by [jonwil](#) on Fri, 16 Apr 2004 11:29:30 GMT
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that is possible but it would require a lot of coding

Subject: new discovery about Set_Animation
Posted by [Deactivated](#) on Fri, 16 Apr 2004 11:37:52 GMT
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Well, good to hear that it is at least possible.

takes a ride with Humvee and watches as the doors open and close as I leave the vehicle

Subject: new discovery about Set_Animation
Posted by [Sir Kane](#) on Fri, 14 May 2004 17:33:59 GMT
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Where's my credit?!

Subject: new discovery about Set_Animation
Posted by [Mad Ivan](#) on Fri, 14 May 2004 19:08:52 GMT
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Imao.

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Special Thanks to Silent Kane

Subject: new discovery about Set_Animation
Posted by [Sir Kane](#) on Fri, 14 May 2004 19:21:00 GMT
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It fixes the Obelisk glow in multiplay.
