
Subject: Two Questions

Posted by [Oblivion165](#) on Fri, 17 Sep 2004 00:26:04 GMT

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I Made everything in my mod animated basically. Just about every terrain item is damagable, from doors, to Rope Bridges. But on some of them i want to kill people if they touch it on its death animation.

Such as i have a 2nd floor door that bust through the rails and falls to the ground, but it doesnt kill the person under it. just hangs there till they move.

I put collision mode to kill, but it sets it back to default. Should i make a explosion with no textures or something? just a kill radius?

Second Question, Can someone export strings to excel for me, it seems my version is to new for it to export properly.
