Subject: Re: [EDITED] Set an animation on a building aggregate
Posted by danpaul88 on Sun, 16 Jul 2006 16:34:59 GMT
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Yeah, but I am trying to make it animate when the building constructs a vehicle... it's probably easier in the long run though, just add a script to send a custom from the PCT whenever anyone accesses it... but it won't be able to distingish if they actually bought a vehicle or not.