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Subject: Is there anyway to prevent the soldier death animation from playing?

Posted by [iRANian](#) on Mon, 15 Sep 2014 17:27:19 GMT

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Is there anyway to prevent the soldier death animation from playing?

I'm setting a model on an object then set its health and armor to zero to kill it just after creating it. I need to prevent the death animation from playing so the model of the object doesn't move.

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Subject: Re: Is there anyway to prevent the soldier death animation from playing?

Posted by [Jerad2142](#) on Mon, 15 Sep 2014 17:57:08 GMT

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Why not just create a daves arrow and then give it the model of a solder and the animation?

Otherwise you can try re-applying the idle animation post death but it'll still fade out if you do that.

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Subject: Re: Is there anyway to prevent the soldier death animation from playing?

Posted by [Xpert](#) on Fri, 26 Sep 2014 07:39:17 GMT

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Jerad Gray wrote on Mon, 15 September 2014 13:57 Why not just create a daves arrow and then give it the model of a solder and the animation?

Otherwise you can try re-applying the idle animation post death but it'll still fade out if you do that.

because the function we're trying to do requires it to be a soldier object

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