Subject: Gates?
Posted by Anonymous on Thu, 14 Nov 2002 06:44:00 GMT
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Yes - it is possible --- it's in the SP portion?Anyway --- when you make the animation - be sure that the first frame is of the gate in the closed position - and the last frame is in the open position --(if you want to know how to animate - goto the link in my signature - it will show you what to do)For destruction effects -- follow this advice from Greg: quote: First, Collision mode PUSH only really works with meshes that *ONLY TRANSLATE*. This might seem like a big limitation at first but consider this: Make all of those complex moving meshes in your bridge non-physically-collideable, then put a hidded box mesh in there that is physically collideable. Make your hidden mesh translate downward when the bridge destroyed. There is a lot one could do with clever combinations of visible meshes that animate in cool ways but are not physically collideable with *few* hidden meshes that *only translate*.As for the effect on the engine, if you don't overload the rendering by making hundreds of little separate meshes (this is just a standard rule for anything you build though) and you dont have too many meshes that are collideable *and* animating, then it should work great he talks about the bridge animation - but it is applicable to any animation that you blow up