Subject: C&C_Tempest, the first map to premier Stonerook's concep
Posted by Anonymous on Sat, 21 Sep 2002 14:05:00 GMT
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quote:Originally posted by YSLMuffins:As far as I know at least. Of course, kudos goes to Stonerook for coming up with the idea.   Here are some screenies:http://www.renega demods.info/users/YSLMuffins/Bridge1.jpghttp://www.renega demods.info/users/YSLMuffins/Bridge2.jpghttp://www.renega demods.info/users/YSLMuffins/Bridge3.jpghttp://www.renega demods.info/users/YSLMuffins/Bridge4.jpgI have, however, run into a few annoyances. First off, for its aggregate settings, it: is an occluder, does not collide in pathfind, has a collision mode of PUSH, has an animation logic mode of ANIM_LOGIC_SEQUENCE, goes at 10 FPS. The bridge does not start to fall apart until it is destroyed. As for my annoyances, if you stand on a part of the bridge that moves up as it is being destroyed, the animation is halted, but luckily if you stand on a part of the bridge that falls down you fall down with it. For my bigger annoyance, some of the explosions do not appear at all when they should!   They appear when they should and makes the destruction animation really dramatic in W3D viewer, but ingame, most of the explosion emmitters just don't appear.Any suggestions/ideas?That is why you don't do animated bridge destruction or any kind of animatied destruction unless the animation is set to kill you.The issue here is that doing this is just too elaborate and really ****s with the game dynamics. Blowing up massive bridges which have no real purpose or tactical advantage just makes no sense, in my opinion.If you're planning on doing destructible bridges, why do something that elaborate? Pull a Red Alert and copy how they did it from the game. Three sets of animation, one for full health, two for cracked and broken but still usable, and three for totally destroyed and impassable.Muffins, I'll tell you right now, the best way to go about anything of that sort (Without major lag issues.) is to follow this acronym - KISS - "Keep It Simple, Stupid!"No offense with the KISS acronym but keep it simple and you won't run into problems as much as you will by attempting to bite off more than you should chew.