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Subject: C&C\_Tempest, the first map to premier Stonerook's concep

Posted by [Anonymous](#) on Sat, 21 Sep 2002 13:32:00 GMT

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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.jpg](http://www.renega)<http://www.renega>

[demods.info/users/YSLMuffins/Bridge2.jpg](http://www.renega)[\[demods.info/users/YSLMuffins/Bridge3.jpg\]\(http://www.renega\)\[\\[demods.info/users/YSLMuffins/Bridge4.jpg\\]\\(http://www.renega\\)I have, however, run into a few annoyances. First off,\]\(http://www.renega</a></p></div><div data-bbox=\)](http://www.renega</a></p></div><div data-bbox=)

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? [ September 21, 2002, 13:33: Message

edited by: YSLMuffins ]

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