
Subject: Animations

Posted by [StoneRook](#) on Fri, 18 Apr 2003 17:23:58 GMT

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Well - i have a veinhole monster on a map i am making....

think building.....

Their quite easy - but you have to do a couple things to keep the FPS up.

One - don't make the swinging tentacles collidable - because the engine will have to track them all -- not worth it.

If you want to be able to destroy the creature - you will have to set it up as a damagable object - with all the animations (waving - dying) -- similar to the destructable object tiles....

Since the "kill" animation setting is bugged in commando - you will have to come up with a way to kill other objects entering the monster (i came up with a unique solution)

there really isn't a limitation to size/polys - depends on how many people are online/map/server.... so dont go overboard

i
