
Subject: Damage aggregates on VEHICLES...Ack?
Posted by [StoneRook](#) on Fri, 18 Apr 2003 20:02:08 GMT
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that's right ^

just make the bones expose the aggies - and they play.... at the level so reached (in damage)

all though - i haven't played with vehicles (yet) -- Greg's document explains the damage bones as above.

I would hazard to guess it would work - i've made moving animation with aggies coming on and off at the stages of destructions --

You may of not seen it implemented alot - because it sucks up the FPS...
