Subject: Re: scripts.dll 2.2 progress report
Posted by Dan on Sat, 08 Oct 2005 21:22:20 GMT

Destroyable bridges actually require 0% coding.

I made one once which could be destroyed with appropriate animations, and then repaired (although the animation did play backwards when it was repaired, kinda interesting). You just have to make it as a building, and make it play animations at different health statuses.