
Subject: Re: Comments & Suggestions

Posted by [NeoSaber](#) on Wed, 16 Jul 2003 17:44:55 GMT

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DanteBuilding destructions just add more to the gameplay, love it, did you use the damage aggregate ideas that were tossed around, i only assume you did, by adding a seperate aggregate (m*_ag4.w3d) for each building then playing the destruction as certain healths. what happens when you heal, does it reverse LOL, that would be comical to see the ball fly back up on the HoN.

The building destructions are an additional aggregate (m*_Ex.w3d, and m*_ExR.w3d when the ramps are involved). They aren't based off different stages of building health though. I decided just to make them explode when they are destroyed. One big destruction all at once instead of a little at a time.

On a side note about the destruction animations. I am planning on making a kind of a database file for them. Something like C&C_ExpBldg_Data.mix. I think it would be easier for map makers to use them, and for me to update them whenever I feel like. I'll probably do the same thing for the alternate character and vehicle models I'm working on as well. This way I can release the settings, .gmax building models, and the two database files instead of 100 seperate files all of which need to be packed into a any map that used the destructions or alternate characters. Anyone got any thoughts about that idea?
