

---

Subject: Re: Animated explodable object?  
Posted by [LR01](#) on Mon, 18 Aug 2008 17:01:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you could try this;  
export the model and the animation, now use the animation as a explosion, and just use it as a killed explosion

not sure if that works, but you could try it

---