Subject: Re: Building Destruction Question
Posted by Veyrdite on Thu, 11 Sep 2008 08:30:42 GMT

Mauler wrote on Thu, 11 September 2008 07:37That's not what i'm looking for

i'm not talking about the emitters and cracks, but the actual change in textures of the exterior of the building and how i can uses this effect in my maps? if it's possible
Renhelp - advanced building tutorial
scroll down to the track-view section