Subject: Is this possible?
Posted by WNxCABAL on Mon, 30 May 2005 18:59:47 GMT
View Forum Message <> Reply to Message

There is a way to get stealthable buildings, but it would require adding alot of scripts and the buildings wouldn't be added to the terrain via gmax.

-You simply get a w3d file for each building. So I could have GDIWF.w3d, NodAIR.w3d, etc..

-Add them to the Vehicle presets.

-When adding to the terrain (by pressing make) the proxy which is inside the building would create the interior.

-Follow this tutorial http://renhelp.co.uk/?tut=30
Rather than adding the script to the ScriptZone, add it to the building.

The only problem is that when the building is destroyed, the building would disappear.
I'm not 100% sure on which script to use, but it would create another object upon death. You just simply create a damaged model which wouldn't be destroyable ingame to simply replace the full health version.

I have never actually done it, but I can see it working in some shape or form in my head.

Andy.