Subject: Re: Making buildings appear destroyed from the outside
Posted by mrÃ£Ã§Å·z   on Tue, 06 Jan 2009 20:29:03 GMT
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I have another Idea, Attach a Script to the Building Controller (JFW_Death_Send_Custom), then Create a Daves Arrow attach a Script to the Arrow (On Custom Create Object) and fill in a bew W3D for the new Destroyed Building Model Building woudnd turn black but you can create some more flames etc