Subject: Killzones
Posted by PermaGrin on Wed, 25 May 2005 20:11:49 GMT
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Is it possible to attach a killzone to the front of an animated object? Say a car that is animated to drive arround a level and if you are unlucky enough to get in its way you will either die or lose your vehicle?

If so, how?

Subject: Killzones
Posted by Cpo64 on Thu, 26 May 2005 06:12:37 GMT
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if its a vehicle why not just have it on a looping waypath...

That way you don't have to do any animation, and the death that would happen by you being hit is already set up...

Otherwise, I belive you can set a animation to kill on contact.

Subject: Killzones
Posted by PermaGrin on Thu, 26 May 2005 07:09:53 GMT
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True. I am not any near this point anyway, just doing some research into ways this can be done. I will look into the way you mentioned.