Subject: Distruction Animation
Posted by R315r4z0r on Wed, 01 Aug 2007 06:27:53 GMT
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Short and simple:

I have the model, I have the animation.

How do I make the animation take effect when I destroy the object?

Subject: Re: Distruction Animation
Posted by Yrr on Wed, 01 Aug 2007 09:51:12 GMT
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#1
In LevelEdit, create a new explosion preset under Munition > Explosion and use your destruction animation.

#2
Edit your object's preset and set KilledExplosion to the explosion preset you just created.

Subject: Re: Distruction Animation
Posted by R315r4z0r on Wed, 01 Aug 2007 17:12:56 GMT
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Ok, I tried that, but when I destroyed the object in game, it just disappeared and there was no explosion or animation..

I checked the animation in W3D viewer, and it works fine..

Subject: Re: Distruction Animation
Posted by Yrr on Wed, 01 Aug 2007 19:37:45 GMT
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I can't say what's wrong without further information. Please send the package to yrr<at>icefinch.net or post screenshots of every property page of the object's preset and the explosion's preset here.

Subject: Re: Distruction Animation
Posted by R315r4z0r on Thu, 02 Aug 2007 22:09:57 GMT
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Name

Phys

Settings

Depend

This is how I set it on the wall itself:

I simply temped it off of the humm-vee's explosion animation.

Subject: Re: Distruction Animation
Posted by crazfulla on Fri, 03 Aug 2007 13:22:59 GMT
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edit, here is a copy of the readme for the Nod Silo. The rest should use much the same settings.

```
File Attachments
1) Nod_Silo_Setup.txt, downloaded 116 times
```

Subject: Re: Distruction Animation
Posted by R315r4z0r on Sat, 04 Aug 2007 20:26:36 GMT
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Well, you see the animation is a separate file from the model itself. It isn't part of the model.

Subject: Re: Distruction Animation
Posted by crazfulla on Mon, 06 Aug 2007 15:16:48 GMT
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Yes you need to add the animation presets in LE under building agregates.