Subject: Doors in a funny sort of way Posted by Creedy on Mon, 31 Mar 2003 22:10:07 GMT View Forum Message <> Reply to Message

Hey Guys

Do any of you know if you can make a building unfold for example most of the buildings from Total Annihilation where it is a normal building but it opens up to build things, but in my case I want it to open when someone gets near it.

I was thinking maybe you could use something from the Renegade doors to help do this.

Any ideas?

Subject: Doors in a funny sort of way Posted by Havoc 89 on Mon, 31 Mar 2003 22:20:28 GMT View Forum Message <> Reply to Message

it is possiable.

Subject: Doors in a funny sort of way Posted by Creedy on Mon, 31 Mar 2003 22:21:56 GMT View Forum Message <> Reply to Message

Cool But how?

Subject: Doors in a funny sort of way Posted by Creedy on Mon, 31 Mar 2003 22:25:53 GMT View Forum Message <> Reply to Message

I know of one problem and that would be if you build something and the building is not unpacked then the vehical would appear, Well I don't know what it would do.

Would it do this anyone?

Subject: Doors in a funny sort of way Posted by Creedy on Mon, 31 Mar 2003 22:30:43 GMT View Forum Message <> Reply to Message

Please help me with this

I think that the best mod that could be made would be a total annihilation mod and I want to see if

Subject: Doors in a funny sort of way Posted by General Havoc on Mon, 31 Mar 2003 22:51:10 GMT View Forum Message <> Reply to Message

I have done this and it sort of worked. The buildings won't actually "work" meaning you can destroy them like a normal one. Name Hunter explained how to do this in some detail on the Renevo mod forum. I suggest you take a look if you want to see how he did it. His explanaition is a bit heavy on technical stuff though and you may not understand everything he goes on about but the theory does actaully work although it has yet to be tested properly in a real situation.

_General Haovc