

---

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Fri, 10 Jan 2003 10:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes - Muffins used the technique - and i believe it was used on the "reefer" mod (can't remember the name - sorry)I've always planned on using it on some maps - but i go off on a lot of tangents - so i haven't even made a map (just helping others LOL)anyway - the tutorial is in the RenHelp file - and if anyone wants the gmax model for them - i can email them to you.BTW - i am re-doing the the way to make destruction animations (easier and less computer hammering as per Greg H.) -- and i will be releasing "proof of concept" maps that use it.With complete tutorials and stuff like that.I'm getting ready to finish up some mods i've been playing around with - and with the help of Dante and Bumpaneer - i will realize my vision of a base that will totaly go away as each building is destroyed (including pt zones - and spawners)

---