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Subject: Explosif agregate... how?

Posted by [Anonymous](#) on Tue, 07 Jan 2003 06:45:00 GMT

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you would need to make an animation that has the "kill" physics on it. (similar to an elevator - instead of "push" you make it "kill" then attach an explosive emitter to it. (attach it to a bone -so when the animation plays - the emitter plays) read the renhelp file - it has tutorials in there on how to do this.

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