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Subject: Re: C++

Posted by [theplague](#) on Sun, 25 Jun 2006 05:55:56 GMT

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-\_- make the wall an seperate object, on dmg, make it repair itself to full, unless damager is itself. Check damager is the 'bomb' if it is, apply dmg to itself 99999 blamo, then just to a death animation.

On the bomb: on destroy, dmg objects in radious, to make it more real, do it in 5 stages. like circles with smaler circles inside of them. that way, the closer you get to it, the more circles your in, hence, more dmg done.

if you want to do stuff for random objects, you need knowleage of physics and projectile vectors and motion. then you can attach a script to all objects and determin the direction and velocity of the bomb's projectiles, thus calculating a flight path for the object/debree.

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