
Subject: Re: Roleplay 2 Coming Soon (Update Pics)
Posted by [Jerad2142](#) on Sat, 10 Mar 2007 15:11:21 GMT
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dthdealer wrote on Sat, 10 March 2007 00:42if you have 3dsmax, any chance you could use one of their modifiers to animate the water flowing out of the tank when you shoot it.

Lol, would indefinitely need a new script, but when you make a bullethole on the tank the water drains down to that level, and a custom bullethole with an emitter that stops when the water is at the right hieght. dought that ren supports it, but i know 3dsmax has a ragdoll script, you could do that to the seaweed inside so they sag when the water box is lowered.

Renegade could do it, but I don't want to be the one to put the time into it (I suppose you would have to break the tank into several different objects, so when one was shot that tank would no which one and therefore what height it was at, and then in could play an animation to the point of where that object was at. Each object would send a different custom to the tank when damaged, and only a lower custom could make the tank animate again). I think it would work something like that (a lot of scripting though).
