Subject: Re: Animated explodable object?
Posted by Di3HardNL on Sun, 17 Aug 2008 21:18:25 GMT
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Yes i do know how to animate lol.. and i do know how to export it. I am not new with renx either.

I suck at explaining my question i think. Lets try one more time

I have made a tv, i made it animated in renx so it falls down. I also added an emitter which i want to go off when the tv actually falls down.

Now this is what i want :

When i shoot the TV it has to fall down and then the emitter should pop up, like smoke for example.

I was talking about a barrel in my first post as EXAMPLE so you know what i mean. also an good example is the Fire Extuingisher. when you shoot it in Single player it first shakes heavy (animation) then suddenly it explodes(emitter)

I hope its clear what i want now