
Subject: Custom structures and destruction animations
Posted by [R315r4z0r](#) on Thu, 28 Aug 2008 16:56:54 GMT
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Although I've been mapping for quite some time, I only just got into making my own structures to function in game.

I made my structure's model, gave all its parts the correct names with the prefixes and everything and animated a 3 part, 40 frame destruction animation (for health at 75%, 50% and 25%). However, I'm stuck here and don't know what to do next.

What I want to do is have it as a structure on a map and at 75% health, do the animation from frame 0-10, then at 50% health I want it go from 11-20, then at 25% health I want it to go from 21-40.

I understand that I need to make a custom building controller, but how do I tell it to work with the animations?
