
Subject: Interior Damagestages

Posted by [crisis992](#) on Wed, 07 Jul 2010 16:48:24 GMT

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Hello guys,

today i tried to make a little interior model.

Model is done and now i stuck at the damage stages, i tried to add a emitter. But it show permanent, and not on the choosen damage stage. I made it exactly like in Di3Hards tutorial, but it wont work.

In the Graph editor, when i setted the tracks up, must i save the tracks somehow? because if i go then again the the Graph editor, the tracks are gone.

I uploaded the 3ds max scene at attachments. I hope someone can help me, or give me an example scene or something like that.

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crisis992

File Attachments

1) [Ref.zip](#), downloaded 78 times
