
Subject: Building Destruction not showing Player
Posted by [kamuixmod](#) on Mon, 10 Oct 2011 21:56:23 GMT
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also in LE we did setup a Building like Hon or so but with Damage stages. So when you kill a Building, the building its model blows and the wreckage of it lies in front of it. For Example a Bridge which cracked in the middle and collapsed.
After killing the Bridge and rejoining, the Player sees the Bridge so as if it never was killed. but when utry to walk on the "illusion" bridge. you fall through it. So its showing something completely wrong than it is. The Bridge is killed but it shows the Bridge after rejoin the Alife state.

This problem didnt occur on scripts 3.4.4, so any idea?
