
Subject: Re: Building Destruction not showing Player
Posted by [kamuixmod](#) on Tue, 11 Oct 2011 14:31:37 GMT
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no, im using Building Controllers.
i used the Alive state Frame0=0 Frame1=0 and the destroyed state
Frame0=300 Frame1=300

The model is in the Tile list as Buildingaggregate.
Animation is manual and Animate_linear or so.

i remember there are buildings which collapse on Mutationredux like the Hand of nod, there falls the ball out of the hand to the ground. Its something like that, just a bridge that collapses with the Animation
