
Subject: Re: Building Destruction not showing Player
Posted by [danpaul88](#) on Tue, 11 Oct 2011 14:38:23 GMT
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OK, I was assuming you had done it the way I would have done it, since its easier to control 'vehicle' buildings via scripts than it is to control actual building controllers.

Still, what you described *should* work, although the destruction animation type should probably be target rather than linear I believe, and your destroyed state should be frame 0=0, frame1=300. Not sure though, its been a while since I setup building damage states. Give it a go and see if it helps, if not then its easy to swap the values back
