
Subject: Re: Building Destruction not showing Player
Posted by [Mauler](#) on Wed, 12 Oct 2011 04:42:12 GMT
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Well i have created some destruction animations that just change textures not actual animations of things breaking off etc.. I assume it might be an issue the the animation frame settings

The way i did my frames for this animation was kept simple, i only used 9 frames in total to achieve what i wanted and it worked great

But unsure if this would work with your method.... why not try mixing my method and yours to see what happens..

VIDEO LINK OF MY ANIMATION FEATURE

animation i had set up included cracks,emitters,textures that pop up at specific stages of damage, just like stock renegade buildings.

The interior and exterior were proxy's on this test level and the both the exterior and interiors were tiles..

Collision mode: None
Animation mode: Manual
AnimLogicMode: Anim_Logic_linear
Animation Enabled: Checked all frames

Frame 0 - 100% Health/ Power ON
Frame 1 - 75% Health/ Power ON
Frame 2 - 50% Health/ Power ON
Frame 3 - 25% Health/ Power ON
Frame 4 - 0% Health/ Power OFF

Frame 5 - 100% Health/ Power OFF
Frame 6 - 75% Health/ Power OFF
Frame 7 - 50% Health/ Power OFF
Frame 8 - 25% Health/ Power OFF
Frame 9 - 0% Health/ Power OFF
