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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 01:11:00 GMT

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Just an idea I just had:with all u modders out there creating new objects for maps, like new bunkers and such...Why not make it so that u can blow them up? If the enemy has a strategic structure defending their base-entry... BLOW IT UP It would have to be totally destroyed though, so that it really cant be used anymore...lemme know what u think.

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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 02:53:00 GMT

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ok, why dont you do it for us

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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 03:39:00 GMT

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Cuz I never bothered to lear modding for Renegade... Im too busy programming in DirectX

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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 07:58:00 GMT

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If you made a bunker and wanted it to be usless once its blown up should could have a destroyed version were the roof caves in stoping people from getting inside.

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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:32:00 GMT

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SQUISHY!!!!

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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Sun, 01 Dec 2002 15:51:00 GMT

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How do u make stuff blow up?? i'll do it if u make a tut or tell me how.. i know that it has sumthing to do with animation & stuff, but i dont know how to do it. email me at [Maytridy@rochester.rr.com](mailto:Maytridy@rochester.rr.com)

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Subject: Blow stuff up...?

Posted by [Anonymous](#) on Tue, 03 Dec 2002 00:55:00 GMT

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quote:Originally posted by maytridy:How do u make stuff blow up?? i'll do it if u make a tut or tell me how.. i know that it has sumthing to do with animation & stuff, but i dont know how to do it. email me at [Maytridy@rochester.rr.com](mailto:Maytridy@rochester.rr.com) look in the RenHelp file -- it has a simple tutorial on how to make stuff blow up..

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