Subject: Explosif agregate... how?
Posted by Anonymous on Mon, 06 Jan 2003 14:09:00 GMT
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can someone tellme how to make an aggregate that make an explosion and kill stuff at this place?

Subject: Explosif agregate... how?
Posted by Anonymous on Tue, 07 Jan 2003 06:45:00 GMT
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you would need to make an animation that has the "kill" physics on it. (similar to an elevator - instead of "push" you make it "kill"then attach an explosive emitter to it. (attach it to a bone -so when the animation plays - the emitter plays)read the renhelp file - it has tutorials in there on how to do this.

Subject: Explosif agregate... how?
Posted by Anonymous on Tue, 07 Jan 2003 11:54:00 GMT
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ok so if u want to kill something i just need to put an animation.. and the animation to kill mode.the explosion aggregate is only for graphical purpose.. right? and to make my kill animation just need to make it move where my object i want to kill right?

Subject: Explosif agregate... how?
Posted by Anonymous on Tue, 07 Jan 2003 13:04:00 GMT
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yes -- you just need to trigger the animation and the meshes will kill...the emitters are for eye candy...