
Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Thu, 09 Jan 2003 23:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Topic says it all...are you going to release a map with it in it? Did you make/release a tutorial or the model? I was just remembering it, and it seemed cool at the time.

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Fri, 10 Jan 2003 10:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah, it was cool....One problem there chief, it wasn't done by YSLMuffins. StoneRook did it. The files were publicly available, but I can't seem to find them now.

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Fri, 10 Jan 2003 10:23:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes - Muffins used the technique - and i believe it was used on the "reefer" mod (can't remember the name - sorry)I've always planned on using it on some maps - but i go off on a lot of tangents - so i haven't even made a map (just helping others LOL)anyway - the tutorial is in the RenHelp file - and if anyone wants the gmax model for them - i can email them to you.BTW - i am re-doing the the way to make destruction animations (easier and less computer hammering as per Greg H.) -- and i will be releasing "proof of concept" maps that use it.With complete tutorials and stuff like that.I'm getting ready to finish up some mods i've been playing around with - and with the help of Dante and Bumpaneer - i will realize my vision of a base that will totaly go away as each building is destroyed (including pt zones - and spawners)

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Fri, 10 Jan 2003 13:28:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

LOL, I am very busy these days, with life and all , . C&C Tempest is undergoing its second revision.

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Fri, 10 Jan 2003 17:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by StoneRook:Yes - Muffins used the technique - and i believe it was used on the "reefer" mod (can't remember the name - sorry)I've always planned on using it on some maps - but i go off on a lot of tangents - so i haven't even made a map (just helping others

LOL)anyway - the tutorial is in the RenHelp file - and if anyone wants the gmax model for them - i can email them to you.BTW - i am re-doing the the way to make destruction animations (easier and less computer hammering as per Greg H.) -- and i will be releasing "proof of concept" maps that use it.With complete tutorials and stuff like that.I'm getting ready to finish up some mods i've been playing around with - and with the help of Dante and Bumpaneer - i will realize my vision of a base that will totally go away as each building is destroyed (including pt zones - and spawners) The scary thing is that is is completely and totally doable.

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Sat, 11 Jan 2003 03:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah I want buildings reduced to rubble instead of just looking damaged. You can still spawn in the now-open floorspace

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Sun, 12 Jan 2003 00:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Blazer:Yeah I want buildings reduced to rubble instead of just looking damaged. You can still spawn in the now-open floorspace working on it...

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:01:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by Blazer:Yeah I want buildings reduced to rubble instead of just looking damaged. You can still spawn in the now-open floorspace there is a guy working on that.... that new cnc site.... whats it called.... crap ill get back

Subject: YSLMuffins ... What happened to that cool bridge destruction

Posted by [Anonymous](#) on Mon, 13 Jan 2003 00:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Destory Brigdes could be a tatic, when they try to raid you... that gave me a idea for a map... a high cliff one, but i don't have the brigde...
