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Subject: Custom structures and destruction animations  
Posted by [R315r4z0r](#) on Thu, 28 Aug 2008 16:56:54 GMT  
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Although I've been mapping for quite some time, I only just got into making my own structures to function in game.

I made my structure's model, gave all its parts the correct names with the prefixes and everything and animated a 3 part, 40 frame destruction animation (for health at 75%, 50% and 25%). However, I'm stuck here and don't know what to do next.

What I want to do is have it as a structure on a map and at 75% health, do the animation from frame 0-10, then at 50% health I want it go from 11-20, then at 25% health I want it to go from 21-40.

I understand that I need to make a custom building controller, but how do I tell it to work with the animations?

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Subject: Re: Custom structures and destruction animations  
Posted by [WWAL](#) on Thu, 28 Aug 2008 23:17:46 GMT  
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Hi, i don't know how to mod, But i was wondering when your done are going to share this with the community?

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Subject: Re: Custom structures and destruction animations  
Posted by [MGamer](#) on Mon, 01 Sep 2008 07:07:22 GMT  
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sound very cool post screens lol

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Subject: Re: Custom structures and destruction animations  
Posted by [R315r4z0r](#) on Mon, 01 Sep 2008 16:29:24 GMT  
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It's just a bridge model. And it would only work for a certain distance. I've already released a different bridge model to the community, this one is designed specifically for a specific map.

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Subject: Re: Custom structures and destruction animations  
Posted by [Veyrdite](#) on Tue, 02 Sep 2008 07:24:36 GMT  
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Use a tile. They can go through different animations at different health percentages.

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