Subject: Probably a dumb question, but
Posted by GEORGE ZIMMER on Fri, 21 Nov 2008 13:15:14 GMT
View Forum Message <> Reply to Message

I know it's possible, as I've seen similar things. But, basically, how do you make an object that breaks like glass when you walk on them/shoot them? It's been annoying me, as I've checked the shatter option for the model in RenX, and all the collision options except VIS. It shatters fine when I shoot the object, just doesn't shatter atall when I walk on it. FYI, I set it as a damageable static tile, if it matters.

Subject: Re: Probably a dumb question, but
Posted by LR01 on Fri, 21 Nov 2008 16:12:07 GMT
View Forum Message <> Reply to Message

you can break something when you walk on it?
ow, I like to see that, never knew it was possible

Subject: Re: Probably a dumb question, but
Posted by cnc95fan on Fri, 21 Nov 2008 16:29:56 GMT
View Forum Message <> Reply to Message

Is there a script zone you can put on it, then attach scripts which play an animation?

Subject: Re: Probably a dumb question, but
Posted by Di3HardNL on Fri, 21 Nov 2008 16:35:20 GMT
View Forum Message <> Reply to Message

LR01 wrote on Fri, 21 November 2008 10:12you can break something when you walk on it?
ow, I like to see that, never knew it was possible

never walked against the hon windows?

Subject: Re: Probably a dumb question, but
Posted by LR01 on Fri, 21 Nov 2008 19:27:44 GMT
View Forum Message <> Reply to Message

Di3HardNL wrote on Fri, 21 November 2008 17:35LR01 wrote on Fri, 21 November 2008 10:12you can break something when you walk on it?
ow, I like to see that, never knew it was possible

never walked against the hon windows?

ow LOL, I totally forgotten that
then, I think renhelp is you answer.

Subject: Re: Probably a dumb question, but
Posted by ErroR on Fri, 21 Nov 2008 19:34:55 GMT
View Forum Message <> Reply to Message

LR01 wrote on Fri, 21 November 2008 18:12you can break something when you walk on it?
ow, I like to see that, never knew it was possible
there is glass in some missions that's on roof (comm center) and if u hold shift u can walk on it,
jump and it brakes when u land. I think it might have something 2 do with the warheads (i mean
there are tread warheads and maybe foot ones 2) but it's most likely not (this sounds dumb)

Subject: Re: Probably a dumb question, but
Posted by GEORGE ZIMMER on Fri, 21 Nov 2008 21:44:35 GMT
View Forum Message <> Reply to Message

cnc95fan wrote on Fri, 21 November 2008 10:29Is there a script zone you can put on it, then
attach scripts which play an animation?
Considered it, but for one, I plan to have alot of objects like that. Setting them all up would be a
pain, and would be a sort of crappy work around. Plus, I KNOW it's possible to just have it work
like glass. It pisses me off I don't know how to, though.

Quote:ow LOL, I totally forgotten that
then, I think renhelp is you answer.
Looked on renhelp, all I could find remotely similar is a guide to damageable static tiles. Which I
already know how to do, and isn't quite what I'm looking for.

Quote:there is glass in some missions that's on roof (comm center) and if u hold shift u can walk
on it, jump and it brakes when u land. I think it might have something 2 do with the warheads (i
mean there are tread warheads and maybe foot ones 2 Razz) but it's most likely not (this sounds
dumb)
I actually thought that might be it too, as there ARE hitter types for ammo presets in LE, but
they're not related to warheads. Even looked in armor.ini to see if there was, no luck.

Subject: Re: Probably a dumb question, but
Posted by ErroR on Fri, 21 Nov 2008 22:04:06 GMT
View Forum Message <> Reply to Message

oh yah hitter not warhead confused them :S

Subject: Re: Probably a dumb question, but
Posted by u6795 on Fri, 21 Nov 2008 23:16:48 GMT
View Forum Message <> Reply to Message

This would be perfect for a 3D FPS Mario mod.

Subject: Re: Probably a dumb question, but
Posted by nopol10 on Fri, 21 Nov 2008 23:20:54 GMT
View Forum Message <> Reply to Message

I believe you have to walk into them in LevelEdit first before exporting so that they can be broken when walked into ingame.

Subject: Re: Probably a dumb question, but
Posted by Gen_Blacky on Sat, 22 Nov 2008 00:11:00 GMT
View Forum Message <> Reply to Message

what exactly do you want bullet holes that are glass or when you walk on it it breaks or cracks.

Subject: Re: Probably a dumb question, but
Posted by GEORGE ZIMMER on Sat, 22 Nov 2008 01:46:54 GMT
View Forum Message <> Reply to Message

For when the player walks on it, it breaks.