Subject: Damageable doors??
Posted by danpaul88 on Sat, 22 Jan 2005 11:16:27 GMT
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Is it possible to make doors in a building so that attacking them will damage the building? ?I tried naming the meshes of the door with the same prefix as the building but then the door didnt load into level editor. Any suggestions?

Subject: Damageable doors??
Posted by WNxCABAL on Sat, 22 Jan 2005 16:41:43 GMT
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when you say damageable doors, do you mean ones that will no longer opperate after been shot at a certain number of times?

If so, why would you want to? If you did it to all the dorrs, everyone would be trapped inside after dieing and trapped outside, only to be killed and spawned inside. after like 5 mins of the game, you'll have 2 teams helpless of each other because they cannot access any PT's lol.

Could be a nice idea for SP if done correctly, but not for MP.

Subject: Damageable doors??
Posted by glyde51 on Sat, 22 Jan 2005 16:51:28 GMT
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Maybe they could use these, like the doors are neutral and don't belong to anyone, and shooting at them disables them then makes them go boom. It would be cool.

Subject: idea
Posted by FynexFox on Sat, 22 Jan 2005 17:02:06 GMT
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Maybe he menas locked doors, to add a sense of destruction to the game, shoot down locked doors, and then get like upgrades and all?

If done correctly tho yes.

Subject: Damageable doors??
Posted by Dave Mason on Sat, 22 Jan 2005 17:30:51 GMT
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What he means is that when you attack a building, if your projectiles hit the door, it doesn't

damage the building.

He doesn't mean to stop the doors from working. He wants to know how to make buildings take damage when the door is attacked.

Subject: Damageable doors??
Posted by danpaul88 on Sun, 23 Jan 2005 22:50:06 GMT
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exactly what i meant