Subject: Taking damage scripts?
Posted by danpaul88 on Fri, 01 Apr 2005 11:01:27 GMT

Is there a script / scripts that can make an animation run when a building takes damage, and the run another animation say a minute after its stopped taking damage?

probably isnt...but might as well ask

Subject: Taking damage scripts?
Posted by WNxCABAL on Fri, 01 Apr 2005 11:36:47 GMT

Can't you do that in Level Editor?

Subject: Taking damage scripts?
Posted by Renx on Fri, 01 Apr 2005 13:45:40 GMT

If you mean building destruction animations, then yes. Just download any map by NeoSaber and you'll see. Can find them at http://www.cnc-source.com

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Subject: Taking damage scripts?
Posted by danpaul88 on Sat, 02 Apr 2005 00:23:13 GMT

no, I dont mean at 25%, 50% etc

I mean it runs an animation when it takes even 1 damage point, and reverses the animation after it has gone 1 min without taking damage...

could be used to make some kind of protective barrier close to block fire or something....

Subject: Taking damage scripts?
Posted by Cpo64 on Sat, 02 Apr 2005 04:40:06 GMT

Listen to renx he is on the right track, I used to have a tutoral on it on my computer, not sure if I still do.

But yes, its very possible, do the animations in RenX, and set them up in commando when you make the building, not sure on the exact process.