Subject: animated damageable objects
Posted by Stallion on Sat, 15 Mar 2014 06:59:56 GMT
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How do you animate an object and have it destroyable? (i.e. a door or object that spawns through animation but is destroyable)

Subject: Re: animated damageable objects
Posted by Jerad2142 on Sun, 16 Mar 2014 19:24:15 GMT
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Do you want the door to open in close? And do you want it to re-spawn.

Pretty sure you'll have to do it as a simple object no matter how you go about it. And this object will most likely need a script and script zone, unless simple object has the door physics type and you can get that to work.

Subject: Re: animated damageable objects
Posted by Stallion on Sun, 16 Mar 2014 20:20:15 GMT
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I want the door to open and close, but I don't want it to respawn. Are there any current scripts in place that would do this?