

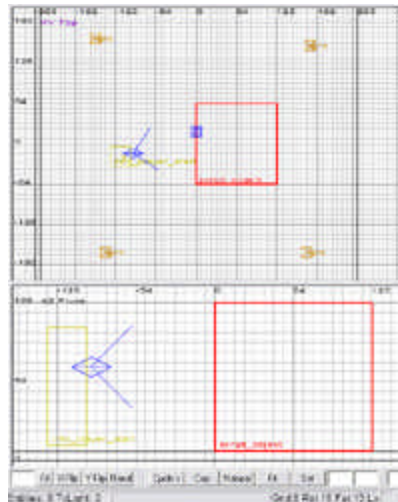
## **Destroying Walls/Blocks**

**What we are going to do:**

Okay, we did the bike, but that is easy/ already done for ya! Now lets do a complete wall that turns in destroyed wall.

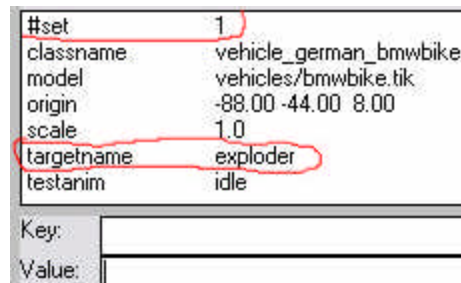
**Get Going!**

Okay, make a room, mine is 512x512x256, and put grid on 8 and hollow it out! Then make another t inside it that is...oh..well mine is 128x128x128, but don't hallow it, w/it still selected, right click on i any 2D view and go to "script" "object"



Now hit "n" and apply these settings to it:

#set / 1  
targetname / exploder



((((Just worry about the RED circled part))))

Now lets make the "destroyed part" there are 2 ways to do this, so lets do 1 first.

1) You can make the wall totally disappear! so let us do that one 1st.

Just make a little box, 8x8 will do, put it some where off your map, where people will not see it! At right click it and go to "script" "object" just like before:

