

## How to make a chainswing bridge

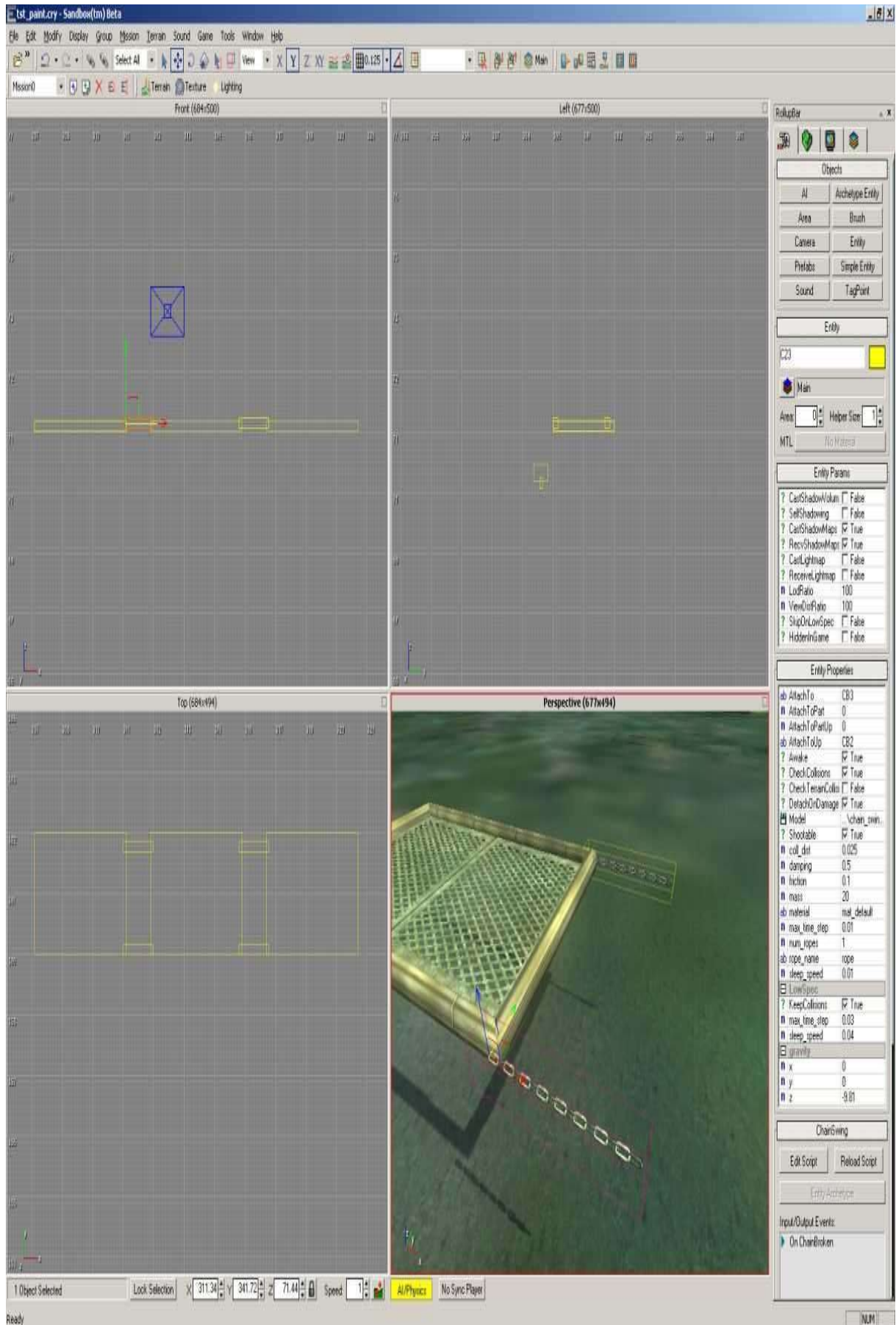
1/ Add a simple entity. I am using outdoor/bridges/hanging\_bridge\_platform

2/ Change the name of this CB1

3/ Now add the chainswing which is an entity under others/ChainSwing I also changed the 'model' (under the entity properties for the object) to chain\_swing\_short.cgf

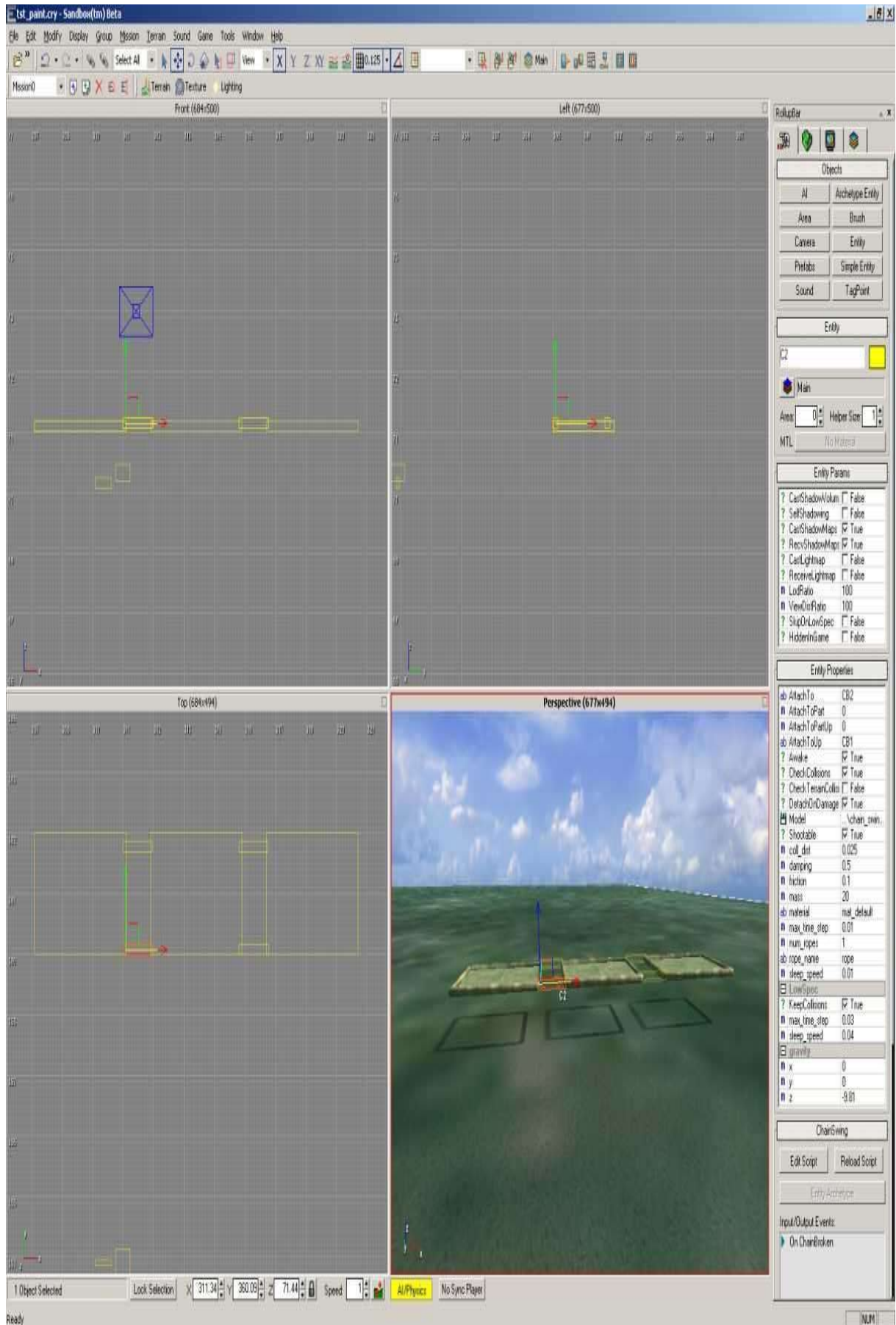
4/ Rotate it and align it near your bridge part, making sure that the 'top' (the part where the 3D gizmo is) of the chain is intersecting the bridge, this will be important later.

5/ Clone this with Ctrl-C and align it so it is slightly over from the first chain. Name these 2 chains C1 and C2 respectively



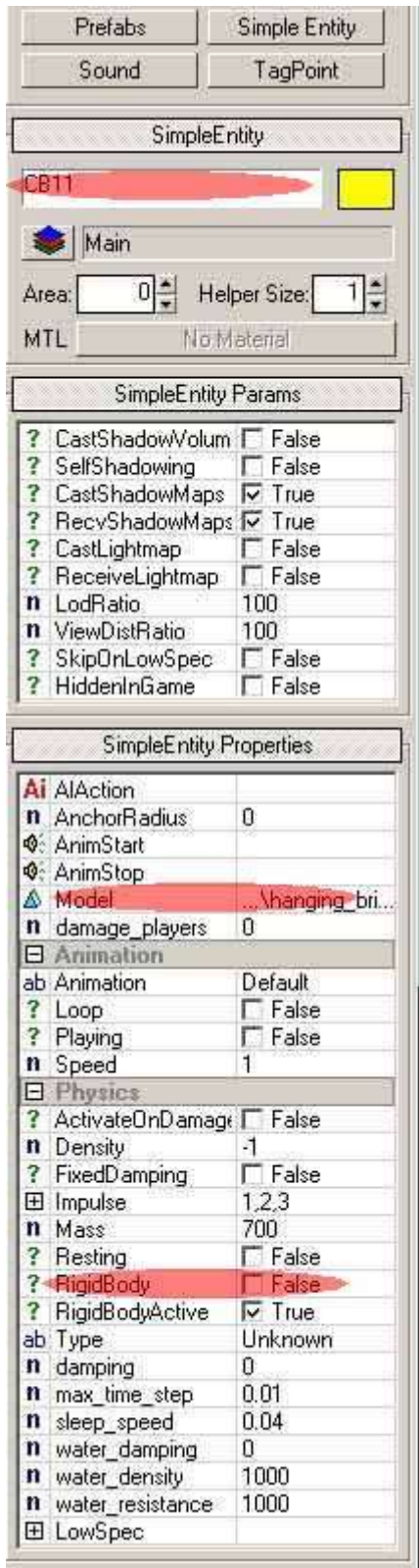
6/ Now select all 3 of the objects you just created, clone them (ctrl-C) and move them over so

the left edge of the new platform just overlaps the right edge of the first 2 chains we placed. Now clone just the new bridge part and move it over to the right. Again just overlapping the news 2 chains. Now you should have 3 platforms connected by 2 pairs of chains. Also make sure that the names of the new entities are ok. The middle brisge part should be CB2 and the right most part CB2. The 2 new chains should be C# and C4.



7/ Now to attach it all together and make the magic happen. Start with the first 2 chains we

added C1 and C2 se there AttachTo parameter to CB2 and the AttachUpTo to CB1. This is where it is important to know the orientation of your chain. The top of it is the part that should be intersecting the bridge part CB1 and this is what AttachUpTo tells it. The bottom of the chain is the CB2 and this is what is specified in the AttachTo property.

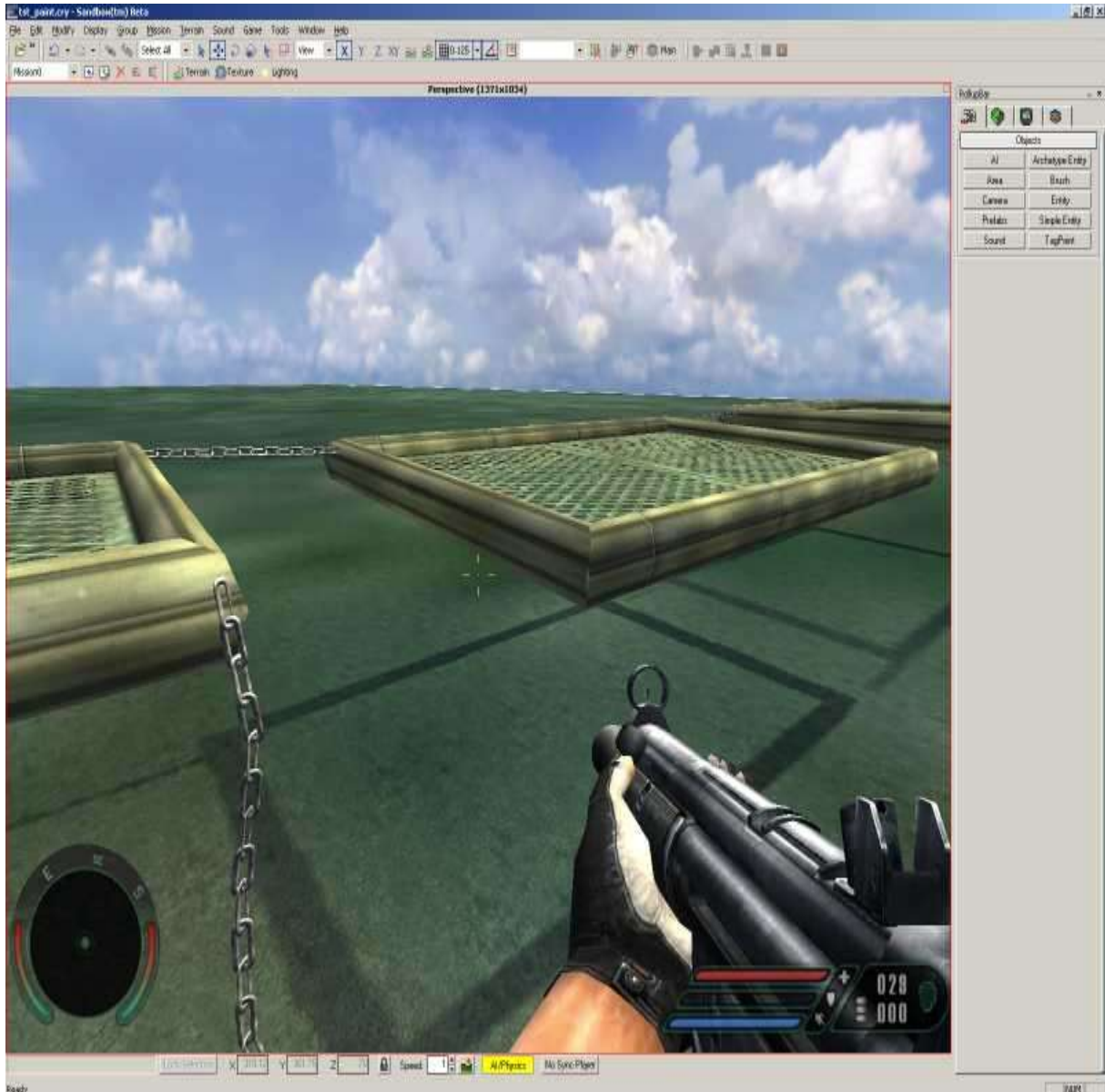


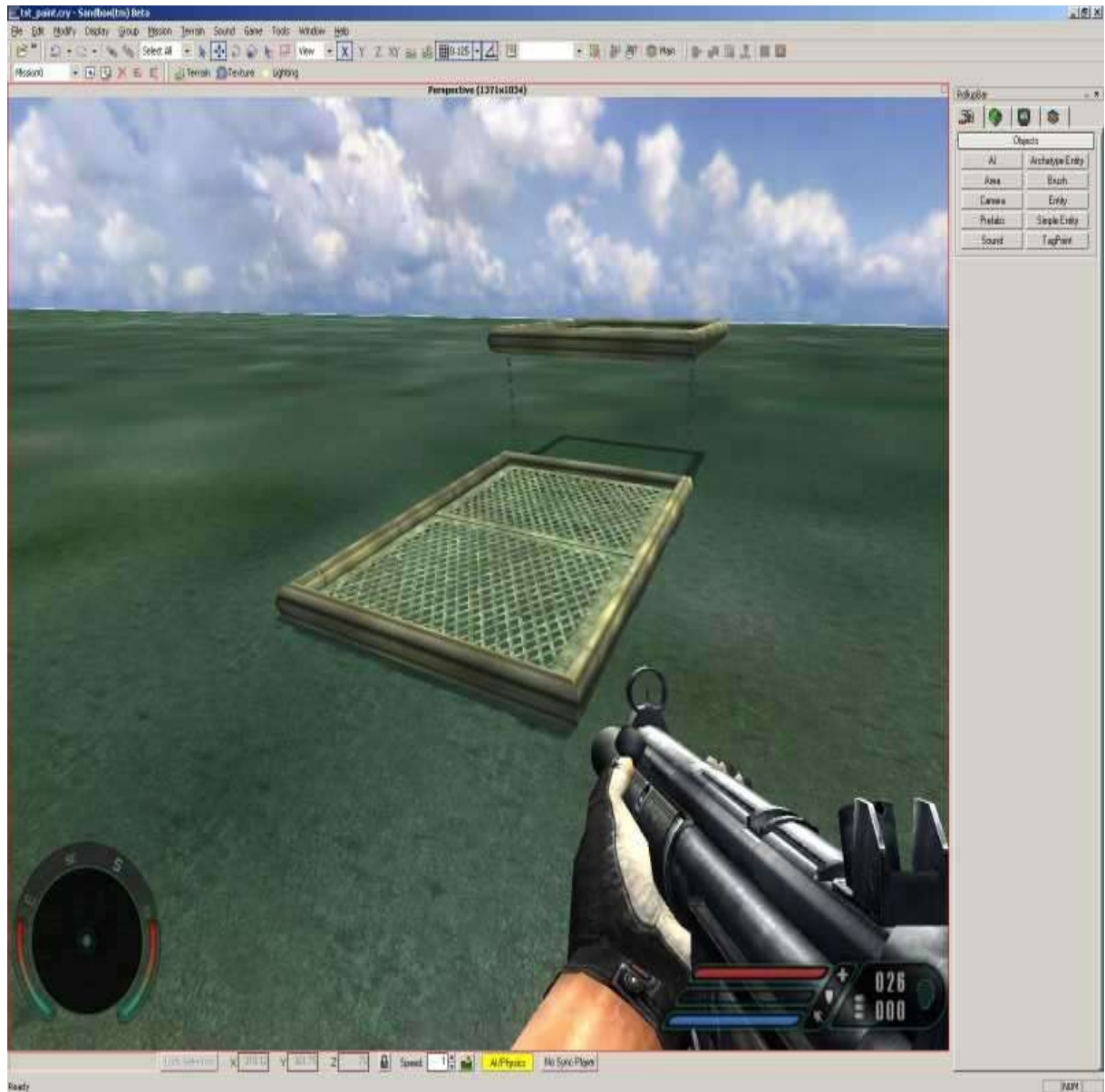
8/ Now repeat for the other pair of chains.



9/ TO make the brisge section in the middle 'hang' you need to select it and set the RigidBody to 'true'. That is it. To make a longer brisge just keep cloning sections of the brisge. Making usre that bridge parts that hang are set to RigidBody True and the 2 end pieces, or whatever end pieces you use are not.

10/ Add a gun to the map, make sure that AI/Physics is turned on, hit Ctrl-G and destroy your creation 🎮





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