

---

Subject: Interesting ideas about vehicles

Posted by [Anonymous](#) on Fri, 20 Dec 2002 00:19:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

In Greg's tutorial it says that you can have certain bones that become visible when a vehicle is damaged. Here's my idea: Now maybe if we can use this to make vehicles actually appear damaged, like the would be bullet holes, dents, scratches and scorches. I also think it might be possible to have one of those destroyed vehicles be left behind when the vehicle is destroyed.

---