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Subject: Damage aggregates on VEHICLES...Ack?  
Posted by [Blazer](#) on Fri, 18 Apr 2003 19:16:55 GMT  
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I remember you saying that it was actually possible to have different skins/looks for vehicles at 25%,50%,75% damage. This sounds very interesting and as far as I know, nobody has done this yet? I think it would be cool for a vehicle to actually look damaged when it is, or for smoke to pour out of it when its really hurt. Imagine how much more fun it would be to chase after a smoking Orca and shoot it down, or to know a vehicle is damaged from the smoke coming out of it without having to target it.

Here are my questions:

1. First, how do ya do it?
  2. Are there any bad side effects like possible FPS drops, etc?
  3. Can it be done in a Mix (with temp presets) or only Pkg?
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