Posted by Minax71 on Sat, 06 Aug 2005 06:48:48 GMT
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Damage.

Yellow Line = GDI is making damage. Red Line = Nod is making damage. To avoid total chaos on the screen, only damage received by vehicles or buildings is displayed - and only if it does at least a reasonable amount of damage. I do not display pistol shots against a flame tank.

It is pretty self explaining if you see it "in action"

MfG;
ChaosE