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Subject: Game enhancement: Emit smoke from damaged vehicles/aircraft?

Posted by [flyingfox](#) on Sat, 01 May 2004 03:10:55 GMT

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How about including smoke emitters for damaged vehicles in these fixed maps? It'd be like how it's done in Renalert (i.e. smoke coming from vehicles when they reach roughly yellow health and going away once healed above a certain level). The smoke or even fire could get even more intense when the vehicle/aircraft reaches red health.

Also: Smoke emitting from vehicles due to repair beams hitting them? This happens already on the tyres of the Artillery unit when someone uses their repair gun on them. (You need surface effect details on highest to see this).

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