Subject: Damage Emitters Vehicles initial stage
Posted by rrutk on Mon, 14 Apr 2008 12:54:57 GMT
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I added damage emitters to vehicles (where smoke and fire come out of the vehicle if it is damaged). They work great, with one exepction:

On initial stage, if the vehicles are delivered, they are activated, even if the vehicles have no damage.

as soon as a give one shot with the healing gun or whatever - so renegade recognizes, that its full of health, all is fine.

Subject: Re: Damage Emiiters Vehicles initial stage
Posted by Gen_Blacky on Mon, 14 Apr 2008 21:30:22 GMT
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i could never figure how to do that correctly

Subject: Re: Damage Emiiters Vehicles initial stage
Posted by Jerad2142 on Mon, 14 Apr 2008 21:59:54 GMT
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hmmmm....

Well I know it can be done, and it would be really easy to do with scripts beings all you would have to do is attach SUR_Timed_Death with 0.00,-9999,blamokiller as parameters to each vehicle. But, there has to be some way to do it in Renx so it works right, check and see if it works right if its in the Renegade->Data folder, replacing a vehicle thats already in the game. If it does, then the only way to fix it will be with scripts, as some times the game only renders certain aspects of models correctly when they are loaded when the game loads for the first time.

Subject: Re: Damage Emiiters Vehicles initial stage
Posted by rrutk on Mon, 14 Apr 2008 22:16:16 GMT
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I mean damage emitters, where the smoke and the fire come out of the vehicle if it is damaged!!

well, the standard-renegade-vehicle have damage-emitters too! so it should be no problem....?

there are also a lot of tutorials for this, which I followed.

Like I said, they work, but are activated on delivery (and in w3dviewer too), which is very strange.

Subject: Re: Damage Emiiters Vehicles initial stage
Posted by Di3HardNL on Tue, 15 Apr 2008 19:55:23 GMT
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I tried it once with the 'Track viewer' but that only works for buildings i figured out

Subject: Re: Damage Emiiters Vehicles initial stage
Posted by Jerad2142 on Thu, 17 Apr 2008 13:56:27 GMT
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rrutk wrote on Mon, 14 April 2008 16:16I mean damage emitters, where the smoke and the fire come out of the vehicle if it is damaged!!

well, the standard-renegade-vehicle have damage-emitters too! so it should be no problem....?

there are also a lot of tutorials for this, which I followed.

Like I said, they work, but are activated on delivery (and in w3dviewer too), which is very strange.

W3D viewer always shows all emitters on an object.