

---

Subject: Damage Stages Tutorial  
Posted by [Di3HardNL](#) on Sat, 14 Feb 2009 19:39:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I made a tutorial for everyone that wants to know how the damage system works for buildings in renegade, and can apply them to their own buildings.  
I am also working on a interior modeling/texturing tutorial, but it will be damn long  
I explained very carefully in this tutorial, my interior tutorial will be alot more advanced.

Good luck, and I hope to see some comments and feedback since i do this for you guys.

<http://renegadehelp.net/index.php?act=tutorial&id=6936>

---

---

Subject: Re: Damage Stages Tutorial  
Posted by [ErroR](#) on Sat, 14 Feb 2009 19:44:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

awesome

---

---

Subject: Re: Damage Stages Tutorial  
Posted by [YazooGang](#) on Sun, 15 Feb 2009 02:32:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Huh? Nice tutorial but why two tutorial sites that have the same tutorials. Renhelp.net was enough.

---

---

Subject: Re: Damage Stages Tutorial  
Posted by [Genesis2001](#) on Sun, 15 Feb 2009 05:11:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

YazooGang wrote on Sat, 14 February 2009 19:32Huh? Nice tutorial but why two tutorial sites that have the same tutorials. Renhelp.net was enough.

renegadehelp.net IS renhelp.net

They're having domain trouble so...yea.. :/

---

---

Subject: Re: Damage Stages Tutorial  
Posted by [LR01](#) on Sun, 15 Feb 2009 12:42:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

mmm, it is similar to this

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=3>  
pretty much the same idea, only yours goes further.

---