Subject: Add Damage Stages
Posted by crysis992 on Sun, 17 Jan 2010 00:39:28 GMT
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Hey,

i need help with adding the damn damage stages,
i created a emitter file, it show up ingame,
now i added a new track in the Graph editor.

With this settings:
Time: 1
Value: 0

Time: 2
Value: 0

Time: 3
Value 1

okay but its still show up ingame without damage the building.
Did i something wrong? :/

,
crysis992

Subject: Re: Add Damage Stages
Posted by Gen_Blacky on Sun, 17 Jan 2010 03:53:19 GMT
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did you look at this tutorial http://www.renegadehelp.net/index.php?act=tutorial&id=6936

Subject: Re: Add Damage Stages
Posted by crysis992 on Sun, 17 Jan 2010 04:03:42 GMT
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Gen_Blacky wrote on Sat, 16 January 2010 22:53did you look at this tutorial
http://www.renegadehelp.net/index.php?act=tutorial&id=6936

yes i did..i made it exactly like in this tutorial. But it dont work