Subject: Damage aggregates on VEHICLES...Ack? Posted by Blazer on Fri, 18 Apr 2003 21:52:02 GMT View Forum Message <> Reply to Message

Don't need a bullet hole for every bullet or anything like that. I'd be happy with a smoke emitter when the vehicle is 75% damaged, or to just swap its skin with a damaged looking one.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums