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Subject: Problem with building in RenX

Posted by [Di3HardNL](#) on Fri, 22 Feb 2008 19:17:43 GMT

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Hello again, I am editing the renegade interior for buildings, I have replaced Slot Machines for PT's (only barracks) just for fun. It looks alright I think (look ss's below).

But when the barracks gets damaged you can't see it at the Slot Machines, but when it are original PT's they change color (from green to yellow to red).

Now what I am trying to do is when the barrack's gets yellow health to let come steam out of the Slot Machine, that means I want to add a emitter to it, but it ONLY needs to be visible when the building is in yellow health.

When the barrack's health gets red I want to put a fire emitter on the Slot machine.

I followed some tutorial on renhelp.net but it is to badly explained how this works.

When somebody helps me fixing the problem I'll upload them machines (if somebody likes them)  
)Someone help me please