
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 exeption:

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.
