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Subject: Re: Damage Emitters Vehicles initial stage  
Posted by [Jerad2142](#) on Mon, 14 Apr 2008 21:59:54 GMT  
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hmmmm....

Well I know it can be done, and it would be really easy to do with scripts beings all you would have to do is attach SUR\_Timed\_Death with 0.00,-9999,blamokiller as parameters to each vehicle. But, there has to be some way to do it in Renx so it works right, check and see if it works right if its in the Renegade->Data folder, replacing a vehicle thats already in the game. If it does, then the only way to fix it will be with scripts, as some times the game only renders certain aspects of models correctly when they are loaded when the game loads for the first time.

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