Subject: Re: Damage Emiiters Vehicles initial stage
Posted by Jerad2142 on Thu, 17 Apr 2008 13:56:27 GMT

rrutk wrote on Mon, 14 April 2008 16:16I mean damage emitters, where the smoke and the fire come out of the vehicle if it is damaged!!

well, the standard-renegade-vehicle have damage-emitters too! so it should be no problem....?

there are also a lot of tutorials for this, which I followed.

Like I said, they work, but are activated on delivery (and in w3dviewer too), which is very strange.

W3D viewer always shows all emitters on an object.