
Subject: Re: PT

Posted by [Di3HardNL](#) on Sat, 13 Sep 2008 07:00:42 GMT

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Open for example mgbar_ag_2.w3d in RenX. That is the original file for the barracks purchal terminals.

Just replace the original ones. Only normally when the building gets hit you will see damage-emitters (fire,smoke) You would have to re-create them if you still want to keep those. And another issue with it, I dont know how to fix is that when the building dies the inside of the bar will still be green inside of red.

Kind of annoying Good luck tho
