
Subject: Dome Shield

Posted by [Gen_Blacky](#) on Sat, 24 Jan 2009 00:12:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

I had a idea to make a vehicle with a dome shield and after its damaged 50 % the dome shield would deactivate.

Im not sure how to this if it can be done in just leveledit/renx. I was thinking maybe adding it to the damage animations and after it get's damaged 50 % it would just disappear , I dint know if there was a better way like doing it in scripts.
