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Subject: Re: PimPen Harvy

Posted by [ErroR](#) on Sat, 07 Nov 2009 13:57:59 GMT

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That's easy to do (add collisions).

Select the harvester, the wheels or other parts that can be shot. The simply tick:

Physical

Vehicle

Projectile

(all except vis)

Now you got your collisions, you can shoot it and not walk threw it.

Tbh that looks like a simple light not neon, altho i'll take a look and try to make a better method. If the harvy doesn't have, or you want to add more damage spots (places where fire and smoke come out when it's health is low) add a DAMAGE bone, copy a green prism thing and simply rename it. If you want more damage places, then name otheres DAMAGE00, DAMAGE01, DAMAGE02 etc. but this time untick Export transform bone.

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