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Subject: Add Damage Stages

Posted by [crysis992](#) on Sun, 17 Jan 2010 00:39:28 GMT

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Hey,

i need help with adding the damn damage stages,  
i created a emitter file, it show up ingame,  
now i added a new track in the Graph editor.

With this settings:

Time: 1

Value: 0

Time: 2

Value: 0

Time: 3

Value 1

okay but its still show up ingame without damage the building.  
Did i something wrong? :/

,  
crysis992

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