
Subject: C&C Commando Development Screenshots
Posted by [Sanada78](#) on Sat, 27 Mar 2004 02:34:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Either you've modified the blood emitter (when the soldiers get shot) to some how disperse a projectile which in this case leaves a blood texture when it hits an object.

Or, you've done as SR said, gave the infantry a death animation that emits a random/fixed shower of projectiles that produce the blood texture upon hitting an object.

(I don't think you can do any of that but anyway)

Or, I'm just talking out of my arse.

Anyway, It's impressive to see what you've managed to do.
