
Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sat, 27 Mar 2004 10:40:19 GMT
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The questions arise...

AircraftkillerI take it those ovals of blood are from being shot? If so, explain how you did it, I'd like to implement that into Renegade Alert. We already have blood textures for that purpose ready, just no use for them yet.

Hmm, as you didn't want to contribute to this mod (Westwood models), I'm not sure if I should contribute something in to your mod.

<http://renegade.the-pitts.net/index.php?act=ST&f=2&t=6834>

SomeRhinoLooks like an explosion attached the the MiniGunner with a blood decal instead of a black crater one. I may be wrong.

Maybe yes, maybe not

Sanada78Either 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.

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

Simple texture change for the emitter, that is all.

drunkillhmm intresting, im just wondering. will the blood stay there for along time? or only for a while? and will he bleed more? i doubt he will, but still.

At the moment they're stay there as long the count doesn't exceed 30. I might need to work more on that.
