
Subject: Broken Surface Effects

Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 22:03:00 GMT

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;----- Concrete

[Concrete_Generic Object]

Friction=1

Emitter0=e_gen_conc

[Concrete_Tire Rolling]

Friction=1

[Concrete_Tire Sliding]

Sound0=ConcreteTireSkid

Friction=1

Emitter0=e_tr_sld_conc

[Concrete_Track Rolling]

Sound0=ConcreteTrackRoll

Friction=1

Decal0=d_tk_conc.tga

[Concrete_Track Sliding]

Friction=1

Emitter0=e_tk_sld_conc

Emitters work for it, just fine.

Sounds don't. Nor does the track texture decal.

This is the same for the other materials.
