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Subject: Shield settings and buildings

Posted by [htmlgod](#) on Thu, 15 Apr 2004 02:16:18 GMT

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Renalert's mechanic is just a modification of the .ini configuration files, that made the repairgun only repair vehicle-type and building-type armors (As opposed to everything). It wouldn't be that difficult to make a weapon that emits no damage, the real tricky part is determining where the airstrike occurs, because it has to correspond to the place where the projectile hit. I think its probably possible by monitoring the engine when weapons fire, because the game knows where bullets hit - they leave bullet holes and such.

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