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Subject: Game enhancement: Emit smoke from damaged vehicles/aircraft?

Posted by [Aircraftkiller](#) on Sat, 01 May 2004 05:16:35 GMT

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That's because the Artillery wheels and Buggy wheels are on the Wood material setting. Shoot them in the treads and they sound like wood.

Vehicle damage effects are broken for MP (Evidenced by the Renegade Alert 0.991\0.9915 patches) and work improperly while on a FDS. They'll continue to look damaged indefinitely. We'd also have to include modified vehicle W3D files and that would be something we're not going to do.

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