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

Posted by [flyingfox](#) on Sat, 01 May 2004 03:10:55 GMT

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How about including smoke emitters for damaged vehicles in these fixed maps? It'd be like how it's done in Renalert (i.e. smoke coming from vehicles when they reach roughly yellow health and going away once healed above a certain level). The smoke or even fire could get even more intense when the vehicle/aircraft reaches red health.

Also: Smoke emitting from vehicles due to repair beams hitting them? This happens already on the tyres of the Artillery unit when someone uses their repair gun on them. (You need surface effect details on highest to see this).

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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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