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Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:29:00 GMT

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its me again, with another question similar to my blood question. with the mod tools, could we make a decal stay thing like unreal tournament had? one of those things that would make vehicle parts stay after being blown to hell and bodies and black explosion craters stay for a set amount of time, or simply for ever?if this can be done, post a reply please.Again, i would do this but i dont know how to. and im too \*\*\*\* lazy.

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Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:32:00 GMT

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yes probably... no collision detection for the way im thinking... but just try viewing the vehicle's death animation in w3d viewer... its intresting... i bet it could be done with humans... probably would have been too much nastiness so westwood didnt include the human ones...if you cant see the vehicle explosin ill explain it... all the parts come off in a massive explosion... maybe not massive but big... and maybe if you could lengthen the animation then the vehicle parts could stay for awhile...

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Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:34:00 GMT

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I must be blind!! I need help to find these tutorials, or if possible a link to a site containing the tutorials. Any help would be appreciated. thanksedit: I can't type eiter =p[ April 19, 2002: Message edited by: norad861. ]

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Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:37:00 GMT

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i see about the typing ...but anyways... eqvaliser's tutorial is the best... heres the link...  
[www.renegade.eqvaliser.com](http://www.renegade.eqvaliser.com)

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Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:42:00 GMT

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so basically what you are saying is that you just have to make the animations last for like an hour and boom there ya go?sounds kinda simple.dont know why i didnt think about that

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Subject: Decal Stay?

Posted by [Anonymous](#) on Fri, 19 Apr 2002 18:56:00 GMT

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arg... just look at the main renegade page... for the tools.. and yes!!!!!!!!!!!!!!!!!!!! you are blind

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