
Subject: Problem with building in RenX
Posted by [Di3HardNL](#) on Fri, 22 Feb 2008 19:17:43 GMT
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Hello again, I am editing the renegade interior for buildings, I have replaced Slot Machines for PT's (only barracks) just for fun. It looks alright I think(look ss's below).

But when the barracks gets damaged you can't see it at the Slot Machines, but when it are original PT's they change color (from green to yellow to red).

Now what I am trying to do is when the barrack's gets yellow health to let come steam out of the Slot Machine, that means I want to add a emitter to it, but it ONLY needs to be visible when the building is in yellow health.

When the barrack's health gets red I want to put a fire emitter on the Slot machine.
I followed some tutorial on renhelp.net but it is to badly explained how this works.

When somebody helps me fixing the problem I'll upload them machines (if somebody likes them)
)Someone help me please

Subject: Re: Problem with building in RenX
Posted by [Veyrdite](#) on Sat, 23 Feb 2008 03:14:22 GMT
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Rofl Stranded II C4
I believe its in this building tutorial.
It shows you how to make certain things appear at different damage levels.

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Sat, 23 Feb 2008 06:41:28 GMT
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allright i'll try it out and i love Mario stuff i also got the paddo's from mario as remotes

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Sat, 23 Feb 2008 15:52:19 GMT
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after alot of frustrating it finally worked really, it is pretty difficult

Subject: Re: Problem with building in RenX
Posted by [Veyrdite](#) on Sun, 24 Feb 2008 00:14:37 GMT
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I have tried and failed to make buildings from that tutorial too. We really need more than one tut on the subject, not saying that the current one is bad.

Quite impressive you got the PT damage levels to work though.

Subject: Re: Problem with building in RenX
Posted by [The Executor](#) on Tue, 26 Feb 2008 13:37:42 GMT
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I don't notice anything diffrent.

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Tue, 26 Feb 2008 15:00:45 GMT
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because it first didnt work , i showed on screenshots. but it does work now

Subject: Re: Problem with building in RenX
Posted by [IronWarrior](#) on Tue, 26 Feb 2008 15:34:48 GMT
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Di3HardNL, I love your egg plant thing, that thing is cool.

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 07:15:04 GMT
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I liked it to, but it already gets boring in 1 week

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Thu, 28 Feb 2008 14:25:02 GMT
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now the building finally works good, but now it doesn't work with vehicles does anyone know if you have to do it a other way to make this kind of emitter time stages for vehicles?

Subject: Re: Problem with building in RenX
Posted by [Veyrdite](#) on Sun, 02 Mar 2008 05:16:42 GMT
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I don't think it's possible in RenX.

Subject: Re: Problem with building in RenX
Posted by [jnz](#) on Sun, 02 Mar 2008 05:43:50 GMT
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Giant bright C4 ftw

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Sun, 02 Mar 2008 12:00:35 GMT
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I know it is ugly dude, I removed it after 4 days of playing

Subject: Re: Problem with building in RenX
Posted by [Di3HardNL](#) on Sun, 02 Mar 2008 16:20:19 GMT
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Dthdealer wrote on Sat, 01 March 2008 23:16 I don't think it's possible in RenX.

But for original vech's sometimes you see smoke/fire to when it is damaged. Is that done in leveledit or something?
