
Subject: Broken Surface Effects
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 18:03:06 GMT
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I noticed this while modifying surfaceeffects.ini - anything dealing with tracked vehicles seems to be broken, except for emitters.

The decals for driving over surfaces with a tracked vehicle will not appear, and the sounds for them won't play, either.

Has anyone had any success with it? I can provide a modified version of it if you want to figure out what's wrong, tanks with actual environmental sounds would be rather good to hear in-game.

Though I'm starting to suspect it's a game engine code problem that isn't allowing the sounds to work for tracked vehicles. They work just fine for wheeled ones, though...

Subject: Broken Surface Effects
Posted by [Deactivated](#) on Tue, 06 Apr 2004 18:05:45 GMT
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Sound emitters...

Subject: Broken Surface Effects
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 18:15:17 GMT
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That wouldn't work right, because vehicle track emitters only appear when sliding (turning) or in special circumstances like driving on dirt or grass.

Even then, it would play too fast and repeat itself way too early because of the way the emitters shoot out.

Subject: Broken Surface Effects
Posted by [maytridy](#) on Tue, 06 Apr 2004 21:13:40 GMT
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I never noticed that, but now that I think about it, it would be really nice to have. I think it would be a great contribution if someone could do that...I and many others would appreciate it.

Subject: Broken Surface Effects
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 21:16:55 GMT
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I'm willing to work with someone to solve this, it'll be a public release for anyone who wants to use the modified version.

It's important to get those working again, adds a lot of atmosphere to the vehicle usage.

Subject: Broken Surface Effects
Posted by [maytridy](#) on Tue, 06 Apr 2004 21:58:08 GMT
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I'll do what I can to help, but I'm not worth much when it comes to this kind of stuff. Anything I can do?

Subject: Broken Surface Effects
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 22:03:00 GMT
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;----- Concrete

[Concrete_Generic Object]
Friction=1
Emitter0=e_gen_conc

[Concrete_Tire Rolling]
Friction=1

[Concrete_Tire Sliding]
Sound0=ConcreteTireSkid
Friction=1
Emitter0=e_tr_sld_conc

[Concrete_Track Rolling]
Sound0=ConcreteTrackRoll
Friction=1
Decal0=d_tk_conc.tga

[Concrete_Track Sliding]
Friction=1
Emitter0=e_tk_sld_conc

Emitters work for it, just fine.

Sounds don't. Nor does the track texture decal.

This is the same for the other materials.

Subject: Broken Surface Effects
Posted by [maytridy](#) on Wed, 07 Apr 2004 00:30:46 GMT
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When you say "the track texture decal" do you mean the little tracks the tank leaves behind as it drives, like in Generals?

Subject: Broken Surface Effects
Posted by [Aircraftkiller](#) on Wed, 07 Apr 2004 00:38:11 GMT
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Yes, that's exactly what I mean. It was a feature meant to be in Renegade.

d_tk_conc.tga, etc... All d_tk_ = decal track. d_bh_ = decal bullet hole.

Subject: Broken Surface Effects
Posted by [maytridy](#) on Wed, 07 Apr 2004 01:28:24 GMT
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Maybe you could make the bullet hole into the track texture and somehow make the bullet holes (track texture) appear on the ground, using the bullet hole method. Know what I mean?

Subject: Broken Surface Effects
Posted by [CnCsoldier08](#) on Wed, 07 Apr 2004 02:59:20 GMT
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Wouldn't that make them disappear too fast?

Subject: Broken Surface Effects
Posted by [maytridy](#) on Wed, 07 Apr 2004 21:30:06 GMT
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It would, unless you increase the bullet hole count, but I don't know how that's done.

Subject: Broken Surface Effects
Posted by [Spike](#) on Thu, 08 Apr 2004 17:20:44 GMT
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maytridyIt would, unless you increase the bullet hole count, but I don't know how that's done.

You would have to increase it alot because in a game of 30 - 40 people, the bullet holes count or

whatever would be used up very quickly with 5 - 10 infantry a side shooting around 50 or so shots a minute and the many tanks there would be with the track decals for all of them... And if you made the count big enough it would probably slow the game down.

Subject: Broken Surface Effects
Posted by [maytridy](#) on Thu, 08 Apr 2004 21:30:23 GMT
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Well, if you made the track texture long enough, you would only have 4-6 bullet holes per tank. Plus, the track texture would disappear in about 20 seconds anyway.
