Posted by Veyrdite on Wed, 04 Oct 2006 00:02:12 GMT
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how do you get a vehicle to change to a different colour every time you buy another one, so you dont have to have the same colour every time unless you get a new skin. i want to put this on a map i am making. but i want it to affect the skins the players are using, so if they are using a different skin than to everyone else, their skin still gets modified. i think you can script a colour filter but i dont know if the ren engine supports it. I can't make a skin colour rotataion as that would require set skins ruining the base idea. Can i ghost some colours onto the skins?

would it also be possible to make a transperant layer over the car (in ren/gmax) that has set (rotational) colours?