
Subject: Re: RA_Fjord

Posted by [Spyder](#) on Thu, 25 Aug 2011 21:43:40 GMT

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reborn wrote on Thu, 25 August 2011 15:22 I've always thought it would be cool to have tanks roll out with a unique identifier on them. This is likely to not be in the scope of what you're trying to achieve, or even able to do, but it's always been something I wanted to see in renegade.

Additionally, I would like to see tanks affected by their environment, get dirtier, snow settle on them, battle scars etc

Maybe you can write a plugin which will do that. Check the environment it's currently in using the texture identifiers (dirt, snow etc.) and then apply a new texture to the vehicle (e.g. little dirt, more dirt and very dirty).

As for the battle scars, same thing, but use their health bars. At 75% for example, apply a slightly damaged texture. At 25% a heavily damaged texture and at 10% a critical damage texture and smoke emitters. Would it be possible to attach an emitter to a vehicular bone whilst in-game?

Just a quick theory on how it might be possible, but I don't think the engine is flexible enough for one to actually achieve this.
