Subject: Damage aggregates on VEHICLES...Ack?
Posted by Blazer on Fri, 18 Apr 2003 19:16:55 GMT
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I remember you saying that it was actually possible to have different skins/looks for vehicles at 25%,50%,75% damage. This sounds very interesting and as far as I know, nobody has done this yet? I think it would be cool for a vehicle to actually look damaged when it is, or for smoke to pour out of it when its really hurt. Imagine how much more fun it would be to chase after a smoking Orca and shoot it down, or to know a vehicle is damaged from the smoke coming out of it without having to target it.

Here are my questions:

1. First, how do ya do it?
2. Are there any bad side effects like possible FPS drops, etc?
3. Can it be done in a Mix (with temp presets) or only Pkg?

Subject: Damage aggregates on VEHICLES...Ack?
Posted by Nightma13 on Fri, 18 Apr 2003 19:20:04 GMT
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and also can it be made as a normal skin :twisted:

Subject: Damage aggregates on VEHICLES...Ack?
Posted by Sparxxx on Fri, 18 Apr 2003 19:26:48 GMT
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For this, you must add bones to the vehicle in gmax. Damage25 ,Damage50 and Damage75.
All objects linked to the bone for example to Damage25 will show up, when the vehicle lost 25% of

Subject: Damage aggregates on VEHICLES...Ack?
Posted by StoneRook on Fri, 18 Apr 2003 20:02:08 GMT
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that's right ^

just make the bones expose the aggies - and they play.... at the level so reached (in damage)

all though - i haven't played with vehicles (yet) -- Greg's document explains the damage bones as above.

I would hazard to guess it would work - i've made moving animation with aggies coming on and off at the stages of destructions --

You may of not seen it implemented alot - because it sucks up the FPS...

Subject: Damage aggregates on VEHICLES...Ack?
Posted by flashcar1 on Fri, 18 Apr 2003 21:16:54 GMT
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that would be cool, but only affect to the damages wud be really cool, my idea wud need to be in an expansion or a big patch, or maybe there is a script way past it, ok, here it goes....

if a tank was shot by summat with an explosion in the turret, it would move slower around or shoot less accurate..

if it was shot in the wheels steering wouldnt be right..

if it was shot in a fragile part (i.e: underneath, the fuel tank etc..) it would damage it more and cause fire from the bottom, there should also be exausts on the tanks, not hard to make.

Subject: Damage aggregates on VEHICLES...Ack?
Posted by flashcar1 on Fri, 18 Apr 2003 21:19:03 GMT
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forgot one thing, when its shot, it makes a black mark and a bend in the metal.

Subject: Damage aggregates on VEHICLES...Ack?
Posted by Sir Phoenixx on Fri, 18 Apr 2003 21:32:59 GMT
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Do the damage bones only make certain objects appear? Or can it make visible objects invisible, and make other objects appear?

(So you can replace the body of the tank with a beaten up, on fire thing with smoke puffing out when it reaches a like 50% damage or whatever...)

Subject: Damage aggregates on VEHICLES...Ack?

Posted by General Havoc on Fri, 18 Apr 2003 21:36:59 GMT
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It's a nice thought but it's beyond the renegade engine. Red Faction is the only game that i know

shoot a tank and it puts a big dent in the side when it got hit. As for the other stuff i'm not sure if it's possible. I know you can play a sound though when a vehicle is at a certain health level using a script.

_Generl Havoc

Subject: Damage aggregates on VEHICLES...Ack?
Posted by Blazer on Fri, 18 Apr 2003 21:52:02 GMT
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Don't need a bullet hole for every bullet or anything like that. I'd be happy with a smoke emitter when the vehicle is 75% damaged, or to just swap its skin with a damaged looking one.

Subject: Damage aggregates on VEHICLES...Ack?
Posted by Rich[HN] on Sat, 19 Apr 2003 12:27:49 GMT
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You can do 50% and 75% skins for Generals so i should be possible for renegade

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