Subject: Is this possible?

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quote:Originally posted by NeoSaber: quote:Originally posted by Dante:i can easily script fixes to those...I thought it might be possible to script a spawn deactivator, but there's some other limitations that would make a total collapse nearly impossible. From what I've seen, the Renegade game engine doesn't like to leave that much 'debris' lying around without having lots of rendering and collison problems. I don't think that can be scripted away. You'd know better than me though, I haven't really studied the script commands very well.   There wouldn't be anymore to render than when it wasn't destroyed. It would all be the same model, but in a destroyed form.