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Subject: Is this possible?

Posted by [Anonymous](#) on Fri, 24 Jan 2003 21:56:00 GMT

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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 collision 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.

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