

---

Subject: Fix tankwreck bug.

Posted by [flyingfox](#) on Sun, 24 Apr 2005 02:24:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

good idea about the damage thing. I think there are some apache-related cinematic scripts available for single player? well it would be difficult, but you could perform a script that when the apache dies, it plays a cinematic that flies it from its current place in a diagonal to the ground and becomes a wreck when it touches the ground. or have the apache die as normal, but have the death trigger a separate cinematic that sends a new apache hurling to the ground from somewhere off the screen, becoming a wreck (it would have to be at around the same area to be of use).

---