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Subject: wreckages

Posted by [reborn](#) on Thu, 16 Jun 2005 11:40:13 GMT

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In SSAOW you have created a cool feature that allows you to repair a "destroyed" vehicle that has been spawned on death from a normal vehicle. Once repaired it replaces the model with the normal vehicle model.

I think this is a nice feature and have been experimenting myself. (have you seen the transport helicopters co-called destroyed vehicle :/ lol). Well anyway.. I was wondering whether you guys found a way to add the apache and orca too? I can replicate the same result that you have made with the vehicles exactly. However the "destroyed" Apache and Orca models when spawned on death just plonk there fat asses in the air and stay there, they don't fall... I have tried several things to avoid this... however i can't

I am guessing that you could edit the scripts to make that model spawn lower on the y axis, however you cant really put a rough cord value there as the vehicle might be flying high or low and have it end up spawning half in the ground... or lower.

Do you know of a way to make the "destroyed" vehicle fall to the ground when it is spawned purely as an objects.aow mod? and if so would you tell me please? would be nice to have this feature.

Also for further releases of SSAOW why not have this feature for all vehicles? i know there isn't a "destroyed" vehicle for all objects, however you could temp the vehicle and mod it to not allow transition and have 0 seats or something. Then have this object as the "destroyed" one and repairing that spawns a normal one back... Just a suggestion, would be nice to have the ability on all vehicles... Just a suggestion.

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