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Subject: Re: wreckages

Posted by [reborn](#) on Sat, 02 Jul 2005 15:07:42 GMT

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Quote:"temp the vehichle and mod it to not allow transition "

This wouldnt work in a serverside mod. The temped preset would not exist on clients, they will get booted from the server once the temped preset tries to spawn.

Your right, i just tried it.

However you can use a model of the vehichle that isn't used, like the ai ones. So it is possible for all vehichles to have wreckages.

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