Subject: Re: scripts.dll 2.4 is underway
Posted by Viking on Wed, 01 Mar 2006 03:10:52 GMT

Make a script

JFW_Destroy_Present_On_Enter or w/e so that if mabe a car drives into water where it isent suppost to be but other vhicles can be it will destroy the car

ex: on roleplay2 if they add subs n boats would work wonders!