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Subject: Re: A few questions

Posted by [BlueThen](#) on Tue, 10 Apr 2007 16:36:54 GMT

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mvrtech wrote on Tue, 10 April 2007 11:17bluethen wrote on Tue, 10 April 2007 11:12(Sorry for triple post, no one will answer. :/)

Nevermind about the last question

How do I have a vehicle kill itself when a player exits?

If you look in i think its the server.cfg in renegade folder theres an option for destroying the vehicle on player exit, its a choice of either true or false.

I don't see it anywhere... (Found the server.cfg, but not the option), plus I want it to be part of my mod for public release soon, and I want it to work for everyone on any option. :/

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