Subject: Re: Roadkill script?
Posted by Jerad2142 on Sat, 23 Jun 2007 16:30:57 GMT
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dthdealer wrote on Fri, 22 June 2007 22:15set vehicle collision to push (it'll still kill people when running over them), i think there is a script that detects pushing collision, then you could send a custom or something.
You can set the collision to what ever you want, unless it is using a cinematic style animation of is in a movie, it well not use that.