
Subject: Re: Roadkill script?

Posted by [Slave](#) on Sat, 23 Jun 2007 21:37:34 GMT

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dthdealer wrote on Fri, 22 June 2007 23:15set 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.

I don't know the workings of customs. Even if I would be able to send one out on squish. Where would it go?

I would appreciate it if someone could create a prefab script that does just this. Or helps me out creating one. I have zero coding experience....
