Subject: Re: Kill Buildings
Posted by Zion on Thu, 30 Aug 2007 17:56:46 GMT

Make the car maker (CRTL + P while the controller is selected) and position it in the docking bay with the front of the car facing out (rotate the car using < and >).

And just so you know, Mission buildings have different controllers than Multi-player buildings, so use the *SPRef* controller. This is why when you shoot at the externals of buildings they don't destroy in the missions.