
Subject: The Mod To End All Mods

Posted by [\[REHT\]Spirit](#) on Wed, 16 Jul 2003 22:13:43 GMT

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I wish you luck, even though I'm some-what (but with little success, don't ask.....) trying to compete for the same thing.....

For navy.....simple: Set the water to have vehicle collision. Make a barrier around the water that blocks vehicles. Set another hidden plane under the watter and give it physical collision (for soldiers, somewhat gives the apperance of swimming, assuming you want that). Then just place the naval base or boats on the water, tanks wont be able to go into the water and looking funny, while boats will work just as a tank.
