Subject: Re: uncrushable soldier?
Posted by jonwil on Thu, 15 May 2008 03:30:29 GMT

If you can rely on the client having the newest scripts.dll 3.4.4, you can use the Unsquishable feature. Look in bhs.txt for details, search for Unsquishable to see how it works. You give the soldier a certain armor type and then set that armor type in hud.ini as unsquishable. Then it cant be run over by vehicles but everything else is the same.

As mentioned though, this does rely on the client having scripts.dll 3.4.4