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Subject: Re: Dome Shield

Posted by [GEORGE ZIMMER](#) on Sat, 24 Jan 2009 16:54:15 GMT

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Make another vehicle that's stationary and has only projectile collision enabled on it. It's clearly very possible to attach objects to other objects, even with something as simple as c130 drop editing.

Attach the "dome" vehicle to another vehicle (I recommend playing with the sizes and positions of where it spawns on the vehicle, although it should spawn at 0,0,0 by default, which should be the direct center), and voila. Set the health to 50% of the vehicle or figure out some kind of plan to make it work.

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