
Subject: Re: Scripting question...NAVAL vehicles
Posted by [ErroR](#) on Tue, 27 Jan 2009 19:49:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

rrutk wrote on Tue, 27 January 2009 21:16Canadacd wrote on Tue, 27 January 2009
13:12SSnipe wrote on Tue, 27 January 2009 12:22role play 2 mod has boats that float above
water and wont go any higher or lower

Don't forget submarines!

No.

awesome, also the roleplay ones were on water but they could also fly over ground and if went on
a hill they flew up they also fell if you got out
