Subject: Re: Altitude bug - aka "deadzones" Posted by Hex on Wed, 18 Nov 2009 17:27:00 GMT View Forum Message <> Reply to Message

Guess you could use the OBBoxClass and check the pos and just score/damage etc based on that, it would be a lot of hassle though and you could only really use it for vehicles

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums