Subject: Breaking ice - script suggestions?
Posted by R315r4z0r on Mon, 25 Jan 2010 17:20:50 GMT
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I'm making a map in which there are going to be certain segments of 'thin ice.' I want this ice to break when anything heavy goes on top of if (i.e. a vehicle.)

However, the catch is, I don't want EVERY vehicle to be able to break the ice. I've classified some vehicles as light enough to drive over the ice without it breaking.

Does anyone have any script suggestions, of the scripts that already exist, that I can use to make this possible?

I've thought about attaching script zones that send customes to the ice when certain vehicles enter, and then destroy the ice once that custom is recieved. However, I was wondering if there was a simpler method. Any suggestions or ideas?