
Subject: My vehicle bots will explode

Posted by [Sn1per XL](#) on Fri, 12 Sep 2003 19:48:10 GMT

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Ferhagolf by dropped off properly you mean so it doesnt bounce 5 feet in the air and you cant get into it, I just boned two apaches toghether then got rid of the one on bottom. The second apache made that bones to the first gets stuck inside the airstrip pulling the first apache with it. When it dissapears the apache above is still there because it has no momentum.

As for having a heli drop my tank bot I created a couple trajectories boned them to a transport and made it play an animation of rotors spinning. I then made a harness attached it to the heli and then attached the bot to the harness

if u add

-300 Attach_Script, 4, "m00_disable_physical_collision_JDG"

it will keep it from going in the air when it spawns.
