Subject: scripts.dll 1.5
Posted by Havoc 89 on Thu, 19 Feb 2004 01:54:40 GMT
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IRON-FARTQuote:
what about vehicle collision damage? like when u collied into a wall or another vehicle, u get damage?

That could probably be done, but the vehicle wont show damage or anything and it would just look stupid when it simply stops when it hits a wall. :S

well u can always use damage bones, shows damage when its damaged