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Subject: Question to coders mods featuring "static vehicle"

Posted by [NeoSaber](#) on Sat, 10 Apr 2004 17:36:03 GMT

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In RenAlert the flame towers, pillboxes and turrets are all 'vehicles' that leave behind an object when they are destroyed. I'm not too happy with the scripts they currently use for that though, I was going to find something better (or make it if it didn't exist) for the next patch.

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