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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 it (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?

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Subject: Re: Breaking ice - script suggestions?

Posted by [Gen\\_Blacky](#) on Mon, 25 Jan 2010 18:07:20 GMT

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You would probably make a zone then make a script so when the certain class of vehicle enters the zone it will destroy the object (the ice ) then make an animation or something so it looks like the ice is breaking.

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