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Subject: Under ground vehicles and deformable terrain

Posted by [Infinint](#) on Thu, 14 Aug 2003 00:21:30 GMT

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is it posibal in renegade?

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Subject: Under ground vehicles and deformable terrain

Posted by [Laser2150](#) on Thu, 14 Aug 2003 00:24:17 GMT

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with lots of scripting yes, but it would look ugly being under ground. the only way i think possiable is by teleportation.

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Posted by [maytridy](#) on Thu, 14 Aug 2003 00:29:28 GMT

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Putting the wheel bones way above the vehicle may work.

But I don't know how you would get in and out.

P.S. What kind of vehicle goes underground?

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Subject: Under ground vehicles and deformable terrain

Posted by [Infinint](#) on Thu, 14 Aug 2003 00:33:56 GMT

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devils tough and subtrianian trazport for nod in TS

for under ground would it be posibal to make it creat polys where the vehical went and would creat a tunnel when it came out some where else, the only thing that would be wierd would be veiw but if there was some way to make the view change to wire frame like x-ray vishon when you went under ground

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Subject: Under ground vehicles and deformable terrain

Posted by [\[REHT\]Spirit](#) on Thu, 14 Aug 2003 00:54:46 GMT

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Underground: Yes, in fact the script for it is in the custom scripts.dll (it's one of the Reborn scripts).

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