Subject: 3 more questions...
Posted by Anonymous on Sun, 09 Feb 2003 14:12:00 GMT

Okay, here goes...1) Should a boundary be on cliff edge, or should people be allowed to fall to there deaths?2) Should a boundary be placed around a group of trees so a tank can't drive in and get stuck?Now the third more difficult question:3) Is it possible to have a script that when an object is poked, that object and building controller "x" is deactivated/destroyed, while at the same instance, building controller "y" is activated/created?