

---

Subject: Looking for a script...

Posted by [Anonymous](#) on Wed, 01 Jan 2003 08:31:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I doubt it. It's probably a hard-coded attribute to avoid one of the major problems in vehicle simulations with full 3D physics - what to do when a vehicle flips. You can either unrealistically return it to it's upright position (but then you might have issues with it having dropped into an unaccessible area) or blow it up. Blowing it up was probably the best option

---