
Subject: Re: Maybe a blue hell solution?

Posted by [StealthEye](#) on Thu, 07 Jun 2007 15:17:24 GMT

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It was much easier than I thought actually. Start a 1p lan game, mod the humvee engine torque to be 10 or 100 times as high as normal (using the edit_vehicle console command or in objects), make sure you can somewhat drive it, buy two and keep driving into the other humvee while pushing it into a corner. Driving into it under an angle seems to make it go somewhat faster.

As for it being a good idea, yes, it would probably detect blue hell, but there are other ways which I tested already and which seem to be working properly too.
