Subject: Re: Maybe a blue hell solution?
Posted by Veyrdite on Mon, 11 Jun 2007 03:34:32 GMT

how bout a speed detector, that if you are going faster than posssible in renvehs you die.
for helicopters you can really make a slightly more complex worldbox that is thinner at the tail.
the other box ithink is called a bounding box.

what if someone made a veh, exported it without its worldbox, then exported the worldbox
seperately, and then used a script to make it have the exact coords of the veh, then if it goes
flying further than 5m away from the veh its deleted and another is created and attached to the
veh coords.