
Subject: Nod Turret Shell

Posted by [Brandon](#) on Mon, 18 Jun 2007 18:30:32 GMT

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When you destroy a Nod Turret it leaves behind that annoying shell, how do you make it to where it doesn't leave behind a shell? If that's not possible then is it possible to make it to where you can blow up the shell (by destroying it too)? Or is it possible that you could replace the destroyed shell with an invisible object that doesn't affect where you move and all etc? If none of this crap is possible then I'll have to use JFW_Disable_Physical_Collison -.-
