
Subject: Re: IN LE how do i get somet not to be targetable by AI

Posted by [Genesis2001](#) on Wed, 23 Jan 2008 01:20:34 GMT

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cpjok wrote on Tue, 22 January 2008 17:42thanx for help anyways and now thats helped whitch script to i use on a zone fore if a chopper flys into it they blow up

....

I hope you know you have unlimited editing time. :v

Anyway. JFW_Blow_Up_On_Enter?

~Zack
