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Subject: Re: uncrushable soldier?

Posted by [Stallion](#) on Tue, 13 May 2008 21:05:33 GMT

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oh no, someone remembered about that map we were working on. (rolls eyes) At this point I won't say that it is or isn't but I can say that c0vert unfortunetly doesn't want to pick up that old project again.

Thanks for the suggestions on this guys but even though I want the soldier uncrushable I do want him to be able to be shot. If possible I'd like for the soldier to be kind of like a vehicle in the way of not being able to be run over, but I'll try other options if needed; so any suggestions that will allow for this would still be greatly appreciated.

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