Subject: Re: Odd vehicle nod glitch
Posted by Veyrdite on Mon, 06 Oct 2008 05:38:45 GMT
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The colour is determined by the sky colour below the map. Blue hell is simply when the game has a server/client collision issue and makes the vehicle propel itself with exhilarating speeds down under the map. Because it is going so fast, it skips the death-zone under the map and just keeps going.

You can simulate this by editing your vehicle stats when hosting a one-player game (console command edit_vehicle) and settings the aero-dynamic drag to a negative number and driving downhill.

EDIT: Rector st?