Subject: Re: Blocking projectiles server side
Posted by Nightma12 on Sun, 21 Jun 2009 12:29:42 GMT

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jnz wrote on Sun, 21 June 2009 05:39Omar007 wrote on Sun, 21 June 2009 10:29jnz wrote on Sun, 21 June 2009 06:16Why not just give the buildings blamo skin?
That would solve the shooting but if he really doesnt want players to even enter a base that wouldnt be enough

So give them blamo skin and put a lazer fence. Then you don't have to stack them.

Problem with blame skin is it stops the FDS console 'win' command from working as it cant blow up the blamo building =/