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Subject: Vehicle Fuel script

Posted by [General Havoc](#) on Tue, 19 Aug 2003 11:50:38 GMT

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Well the vehicle starts to take damage after a timer has expired, when it runs out of fuel basically. The explosion may not kill the vehicle but it will take damage, when the timer expires again it will take more damage and so on until it is destroyed. The damage can be avoided by refueling at a zone specified such as a repair pad or helipad for example. You can attach it to say a bomber that does a lot of damage but you don't want people camping with it.

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