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Subject: Boat mods?

Posted by [\[REHT\]Spirit](#) on Sat, 13 Sep 2003 15:58:21 GMT

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Danteermm...

ever hear of [REHT]Spirit ?

thats NameHunter, he has been working on Reborn

uh.....

You only think I'm NH.....

For boats (if any are interasted): Not really hard. They're essintally just a vehicle.

To keep them from getting on land, and from tanks to get into the water, make a barrier around the land of your map blocking just vehicles (just check "Vehicle" collision, also chec "Hide" so it's invisible). Then, for your water, do the same (but don't hide it). Then place some boats untop of the water, and you have it!

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