Subject: Re: SSGM vehicle shells invulernability
Posted by Xpert on Wed, 14 Aug 2013 05:26:10 GMT
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It's in SSGM. There's a timer on the shell created that gives it BLAMO armor for 2 seconds before changing it to SkinVehicleLight.

The timer isn't really needed. And the shell armor should be set to Medium not Light.

Scruffy, I finished the jelly scripts about 2 weeks ago but I don't think anybody cares about it -_-