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Subject: Question to coders mods featuring "static vehicle"

Posted by [jonwil](#) on Sat, 10 Apr 2004 14:28:18 GMT

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basically, anyone with a mod which has non-moving vehicles as base defences.

The question is this.

Are there any mods out there which feature non-moving vehicles as pre-laced base defences which "leave behind" some kind of destroyed building when they get blown up?

I am working on a new script and I want to find out if its worth going the much harder route and making it compatible with base defences that leave something behind when they blow up.

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