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Subject: Re: Question to coders mods featuring "static vehicle&

Posted by [Goltergaul](#) on Wed, 14 Apr 2004 19:47:51 GMT

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jonwilbasicly, anyone with a mod which has non-moving vechicles as base defences.

The question is this.

Are there any mods out there which feature non-moving vechicles 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.

this is possibl without any new scripts i have a destroyable basewall which leave something whan its destroyed

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