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Subject: Looking for a script...

Posted by [Anonymous](#) on Wed, 01 Jan 2003 08:23:00 GMT

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Is there a script that prevents vehicles from exploding when they flip?

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Subject: Looking for a script...

Posted by [Anonymous](#) on Wed, 01 Jan 2003 08:31:00 GMT

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I doubt it. It's probably a hard-coded attribute to avoid one of the major problems in vehicle simulations with full 3D physics - what to do when a vehicle flips. You can either unrealistically return it to it's upright position (but then you might have issues with it having dropped into an unaccessible area) or blow it up. Blowing it up was probably the best option

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Subject: Looking for a script...

Posted by [Anonymous](#) on Wed, 01 Jan 2003 08:42:00 GMT

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But the problem I'm running into now is that when a vehicle in my mod does complete 360s in the air, it blows up

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Subject: Looking for a script...

Posted by [Anonymous](#) on Wed, 01 Jan 2003 21:54:00 GMT

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LOL, you can have your vehicle fall over and just sit there, that works, and is the most realistic... I am not sure if such a script exists, but it would be helpful...

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Subject: Looking for a script...

Posted by [Anonymous](#) on Thu, 02 Jan 2003 12:27:00 GMT

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i would say that if it flips it should stay that way and then slowly start to lose health then it becomes on fire and blows up. that means it only does that when its on the ground not in air. that would be very realistic. too bad there is no script like that.

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