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Subject: 3 more questions...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 14:12:00 GMT

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Okay, here goes...1) Should a boundary be on cliff edge, or should people be allowed to fall to there deaths?2) Should a boundary be placed around a group of trees so a tank can't drive in and get stuck?Now the third more difficult question:3) Is it possible to have a script that when an object is poked, that object and building controller "x" is deactivated/destroyed, while at the same instance, building controller "y" is activated/created?

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Subject: 3 more questions...

Posted by [Anonymous](#) on Sun, 09 Feb 2003 14:52:00 GMT

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1) If they're stupid enough to walk over the edge, they deserve to die...2) yes3) Everything's possible, that is, unless it's impossible

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