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Subject: c-130 script  
Posted by [ohmybad](#) on Sat, 14 Jun 2003 01:54:15 GMT  
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Is there a script that I can attach to a vehicle that will make it invunrable?

Thanks

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Subject: c-130 script  
Posted by [YSLMuffins](#) on Sat, 14 Jun 2003 01:59:30 GMT  
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Yes, I believe so.

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Subject: c-130 script  
Posted by [mike9292](#) on Sat, 14 Jun 2003 02:17:38 GMT  
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YSLMuffins is right i heard of it before but i cant script so i couldnt give it to u

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Subject: c-130 script  
Posted by [maytridy](#) on Sat, 14 Jun 2003 02:24:02 GMT  
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Is this an AI or controllable vehicle?

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Subject: c-130 script  
Posted by [kawolsky](#) on Sat, 14 Jun 2003 08:47:30 GMT  
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im not really sure, it could be:  
"M00\_Damage\_Modifier\_DME"  
but i don`t really know

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Subject: c-130 script  
Posted by [Nightma13](#) on Sat, 14 Jun 2003 10:29:51 GMT  
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how about make the heath -1 its invincable then

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Subject: c-130 script

Posted by [General Havoc](#) on Sat, 14 Jun 2003 10:40:23 GMT

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What about using "Create Object" instead of "Create Real Object" doesn't that make the object invincible?

\_General Havoc

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Subject: c-130 script

Posted by [ohmybad](#) on Sat, 14 Jun 2003 14:05:22 GMT

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That works

Thanks

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Subject: c-130 script

Posted by [kawolsky](#) on Sat, 14 Jun 2003 14:14:19 GMT

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General Havoc What about using "Create Object" instead of "Create Real Object" doesn't that make the object invincible?

\_General Havoc

yea that works....oops i forgot that :oops:

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