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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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Subject: Question to coders mods featuring "static vehicle"

Posted by [NeoSaber](#) on Sat, 10 Apr 2004 17:36:03 GMT

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In RenAlert the flame towers, pillboxes and turrets are all 'vehicles' that leave behind an object when they are destroyed. I'm not too happy with the scripts they currently use for that though, I was going to find something better (or make it if it didn't exist) for the next patch.

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Subject: Question to coders mods featuring "static vehicle"

Posted by [Oblivion165](#) on Sat, 10 Apr 2004 19:40:29 GMT

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it doesnt really help much, but if you make a vehicle, and add that nod turret script to it, when it dies it leave a blow up turret in its spot

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Subject: Question to coders mods featuring "static vehicle"

Posted by [htmlgod](#) on Sat, 10 Apr 2004 20:06:14 GMT

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SWMOD is using vehicle units for base defenses, but we hadn't thought about having destroyed aggregates previously. It would be great to have, we would definitely use it if you made it possible.

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Subject: Question to coders mods featuring "static vehicle"

Posted by [jonwil](#) on Sun, 11 Apr 2004 01:44:10 GMT

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Well the idea I had I decided not to do anyway.

Thanks for the feedback tho

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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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jonwilbasicy, 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.

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

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