Subject: Any way to make complex bounding boxes?
Posted by [REHT]Spirit on Fri, 26 Sep 2003 15:09:46 GMT

It'll push, but it'll probally be limited to SP, unless you find a script that'll attach an object on entry of a zone, and attach the zone to the transport. But then we need to find how to unattach it after a certain time or something.....

...........or it just might be time for a new script.......