Subject: Projectiles that "push"
Posted by dufis791 on Sun, 25 Jan 2004 17:08:50 GMT
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i have played w/ making doors and possibly found your answer.
the "bullets" need a push collision setting.
you can add the push setting to anything in the presetts library by using the "mod" button.
adding this setting to the "bullet" should cause it to push the object away. (the setting should be set for vehicles and infantry) dont know how to mod vehicles and such, letalone tell it where the bullet is, but that should work to get it to push things