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Subject: Gdi HoverCraft!

Posted by [Anonymous](#) on Sun, 27 Oct 2002 09:34:00 GMT

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Yeah, I would suggest you give it wheel bones, that have the hidden W3D option selected, also, make it sit higher up then most other vehicles. If you make it a vtol, make it so you cannot rise vertically, and also stick an invisible roof with just a tiny bit of clearance above the hover craft, that way, if you hit something, you will not fly way up and not be able to come back down.

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