Subject: C&C_Tempest, the first map to premier Stonerook's concep Posted by Anonymous on Sat, 21 Sep 2002 15:47:00 GMT View Forum Message <> Reply to Message

Well, right now I'm tweaking with the ANIM_LOGIC_LINEAR setting, but whenever I select the KILL collision mode it reverts back to PUSH whenever I hit ok. Why is that?

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