
Subject: orca drop mod...

Posted by [General Havoc](#) on Tue, 08 Apr 2003 15:29:25 GMT

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I may be able to help. I don't know if it is possible to set the W3D settings to no collision because it may cause problems but then again i have never tried it so thats one option. This is how the C130 Cargo plane works but i'm not sure if it would have any side effects when the vehicle is manned. Another is to create the Orca and attach the "M00_Disable_Physical_Collision_JDG" to the preset itself, ot as Spirit said use a cinematic, which would require other scripts to activte it. I am not sure on what you are trying to do but you can teleport an abject through a wall if it's to get something onto the map or out of the map. Give it a go.

_General Havoc
