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Subject: Cinematic Questions

Posted by [CnCsoldier08](#) on Sat, 28 May 2005 15:58:49 GMT

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Just the id of an object in LE..

The way I did this is I craeted an object without objectile settings that was invisible and attatched it to the object I wanted to be shot at. So..the things will hit their target, but it will go through it, hitting your target =D

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