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Subject: Re: C&C\_Flooded

Posted by [danpaul88](#) on Tue, 27 Sep 2005 15:32:01 GMT

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lol, me and jeep rubi played on the internet the day I uploaded it, it plays quite well

btw, create a plane over the entrances to tunnels (in renx/gmax) and set its collision options to vehicle only, this will stop any vehicles passing it, but infantry, buttets etc can pass through at will. Also set it to be hidden by ticking 'Hide'

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