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Subject: Repair Pad Collision Settings

Posted by [General Havoc](#) on Mon, 26 May 2003 16:00:33 GMT

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Rotating the object (repair pad) in LevelEdit has been known to cause problems in the past. Check that you haven't rotoated the object in Level Edit. Otherwise ro do your collision settings and that normally fixes stuff. Hope this helps.

\_General Havoc

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