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Subject: Re: Unflippable Vehicles

Posted by [Jerad2142](#) on Tue, 31 Oct 2006 06:09:38 GMT

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Its easy enough to do, all you have to do is raise the entire 3d model of the vehicle above the 0x,0y,0z axis (since the entire vehicle rotates around this point, and the vehicle will try to rest on the worldbox it will try to flip itself back over [trust me it works just put the bottom on the world box on the 0z axis])!

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