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Subject: Re: More animation help

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 15:40:16 GMT

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Try not to have the vehicle setting selected to, because that is like having a double collision for vehicles (although it should not effect its death). Wait, is you rock a vehicle or terrain type, because if its a vehicle it needs a world box and the world box would have the physical, and camera collision option checked. And the rock itself would only have the projectile checked. It would help if you took a picture of its settings in level editor, and posted the picture.

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