

---

Subject: Re: Mix maps Help

Posted by [R315r4z0r](#) on Wed, 07 Feb 2007 03:01:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Did you set the collision options for the map?

You need to tell it what you want to be able to physically bump into.

Select all the things of your map that you don't want to be able to go through, then go to the utilities tab on the top right side of the tab bar (Hammer)

On that tab, click W3D tools, then scroll down. Select: Physical, Camera, Vehicle.

---

Physical: All objects of the game will react to this and collided with it.

Camera: The camera angle behind your person in game will be blocked from going beyond this mesh

Vehicle: Blocks all vehicles from going through a mesh. (Select this without selecting physical to only block vehicles but not characters)

---