

---

Subject: Re: Maybe a blue hell solution?

Posted by [Zion](#) on Thu, 07 Jun 2007 20:23:46 GMT

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

---

I know of a way, although i may not work.

Edit all the vehicles worldboxes to be more rounded instead of just being a box covering the vehicle (since that's what causes the problem, when they collide. Not quite sure exactly what would happen but it's worth a try is it not?)

---