Subject: GDI Power Plant Collision Settings Fault
Posted by Sanada78 on Sun, 22 Jun 2003 18:44:10 GMT

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I just realised that my GDI Power Plant didn't have any collision settings so I went back to RenX to fix it. The strange thing is that the settings are already set, I then redone them and exported. Went back into the game and the same problem, when firing at it with a steal projectile, no bullet holes appear or burn marks from other weapons. This seems to be a problem for the whole building.