
Subject: Re: OBBoxClass

Posted by [Sn1per74*](#) on Sun, 12 Aug 2007 15:55:08 GMT

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Hex wrote on Sun, 12 August 2007 08:48No, its not that I tried using Pos.Z = 1; before to make the zone higher

To trigger the script zone the player's feet have to touch it. The Z at 1 would make it above his feet. Trying making it at 0 or try jumping up into it if it's at 1.
