
Subject: Re: Untargetable

Posted by [Spyder](#) on Sat, 25 Aug 2007 13:52:29 GMT

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Just change the object to a static object and attach a script to it. If i'm right it would already work when you set the type to static object.

Another thing you could do it put a script zone on it which doesn't allow players to target any object in that area except for objects that are controlled by other players.

Another thing:

Just don't put it on your map if it doesn't work the way you want -_-
