Subject: Ghost Infantry
Posted by Veyrdite on Sun, 02 Sep 2007 09:03:17 GMT

View Forum Message <> Reply to Message

I've attached JFW_Flying_Infantry to the GDI_MP preset. I want to know how i can also make him move through anything, JFW_Disable_Phisical_Collision doesn't work (i hoped it would remove collision from the MP's worldbox).

No i'm not serversiding.