
Subject: Re: enable physical collision

Posted by [SWNight](#) on Fri, 14 Sep 2007 15:52:00 GMT

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MadRockz wrote on Thu, 13 September 2007 12:15 hey guys if i change a model of a veh to a wall building or whatever and try to go on it i fall down and it teleports me back where i fall, how can i fix that? on kamuix server on his FAKE buildings u can walk without falling! how can i do that? i tried to add JFW_Phys._collision but it dont works

Thats because your using the Vehicle Presets and they have TINY boundry boxes, use dead vechs or something..
