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Subject: Re: Up-side down fun

Posted by [Veyrdite](#) on Sat, 27 Oct 2007 22:33:51 GMT

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Never put a vehicle mass below 1000, it will crash the game and stuff up the vehicle. Only edit the gravity if you wish to go lighter than 1000.

The weird falling appearance is because of lag and that Westwood made a short falling animation for the characters(so it looks like they are hopping as they fall)

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