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Subject: Re: World Box

Posted by [Veyrdite](#) on Sun, 04 Nov 2007 08:30:39 GMT

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Oblivion165 wrote on Sun, 04 November 2007 12:35Physical and Vehicle

Projectile, Vis and Camera on the Vehicle Mesh

VIS?!? LOL

This is vis. Don't use that collision on a worldbox

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