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Subject: Re: Drive Over

Posted by [saberhawk](#) on Sat, 20 Sep 2008 07:26:14 GMT

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Dthdealer wrote on Sat, 20 September 2008 01:03 What problems occur if the client attaches a disable-collisions script to a dead soldier?

Because dead soldiers are already non-collidable, and that's not how it works anyways.

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