Subject: Re: JFW_Disable_Physical_Collisions and their Commands-> API...
Posted by Genesis2001 on Sun, 01 Feb 2009 03:19:57 GMT
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Gen_Blacky wrote on Sat, 31 January 2009 17:23not sure how you are attaching it but try
M00_Disable_Physical_Collision_JDG

I'm simply attaching it via a plugin for ssgm using Commands->Attach_Script where the
GameObject is the player's gameobject...