
Subject: Re: JFW_Disable_Physical_Collisions and their Commands-> API...

Posted by [Mackinsey](#) on Sun, 01 Feb 2009 12:19:02 GMT

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At the moment i just tried to do it with the Players vehicle.

Commands->Disable_All_Collisions(Get_Vehicle(Get_GameObj(ID)));

It works, but if it isnt a flying vehicle it will fall under the map as soon as it moves.
