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Subject: Re: Scripts for ped

Posted by [Distrbd21](#) on Fri, 06 Mar 2009 19:24:43 GMT

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Ok i put the ref building controllers on so the ped kinda works

i lay a beacon on it ok if i don't run over it it works great but if i walk on top of it it falls through the map? i have a ped a plane that i made in renx and it still does it.

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