
Subject: check if 2 objects are in eachother
Posted by [robbyke](#) on Tue, 29 May 2012 13:02:58 GMT
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is it possible to check if an object will get stuck if you move it?

my usage is in a gate i move down

i use a zone to test if the harv is in it but when the harv isnt driving straight trough the gate and leave the zone the gate will just go down and stuck the harv sometimes (because of the size of the harv)

also is it possible to test if people die in a zone?
