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Subject: RA In-Game Submarine Tests

Posted by [Spice](#) on Wed, 10 Mar 2004 09:34:44 GMT

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Well what i thought it was the made the sub fly like reht said , but give it a very slim barrier so you can only go down so much and up so high. Set the collision propertys right and Im sure some script settings. I think thats how it works.

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