
Subject: enable physical collision
Posted by [mrÅ£ÄŞÄ-z](#) on Thu, 13 Sep 2007 17:15:52 GMT
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hey guys if i change a model of a veh to a wall building or whatever and try to go on it i fall down and it teleports me back where i fall, how can i fix that?on kamuix server on his FAKE buildings u can walk without falling! how can i do that? i tryed to add JFW_Phys._collision but it dont works

Subject: Re: enable physical collision
Posted by [Veyrdite](#) on Fri, 14 Sep 2007 06:49:24 GMT
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Please re-read and re-punctuate.

By what i think you mean you're using the wrong aggregates as they don't have physical collision enable in the w3d file. ANYways, doe the inside of them collide? If so it's because the outside is normally placed on the map in gmax.

Subject: Re: enable physical collision
Posted by [SWNight](#) on Fri, 14 Sep 2007 15:52:00 GMT
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MadRockz wrote on Thu, 13 September 2007 12:15hey guys if i change a model of a veh to a wall building or whatever and try to go on it i fall down and it teleports me back where i fall, how can i fix that?on kamuix server on his FAKE buildings u can walk without falling! how can i do that? i tryed to add JFW_Phys._collision but it dont works

Thats because your using the Vehicle Presets and they have TINY boundry boxes, use dead vechs or something..

Subject: Re: enable physical collision
Posted by [mrÅ£ÄŞÄ-z](#) on Fri, 14 Sep 2007 15:54:22 GMT
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ty... but if i like make a ramp or something u can target the dead vehicle then : / and check untargetable dont works

Subject: Re: enable physical collision
Posted by [mrÅ£ÄŞÄ-z](#) on Sat, 06 Oct 2007 10:20:18 GMT
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Thats because your using the Vehicle Presets and they have TINY boundry boxes, use dead vehs or something..

yes... but kam using vehs too and it works perfect wich script is he using?

Subject: Re: enable phsical collision
Posted by [SWNight](#) on Sat, 06 Oct 2007 10:36:26 GMT
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He isn't using the normal vehicles. He's using Non-Drivable vehicles in Simple..

Subject: Re: enable phsical collision
Posted by [mr£ÄŞÄ-z](#) on Sat, 06 Oct 2007 10:54:40 GMT
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sure? then why he has 3 buildings called gunboat? there´s only 1 Gboat in simple
