
Subject: Disable collision script
Posted by [IAmFenix](#) on Tue, 03 Jun 2008 21:05:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm trying to create dropmods that have drivable models that you can't normally drive for screwing around, anyone have the disable collision script?
And I checked Renhelp.

Subject: Re: Disable collision script
Posted by [mrÅ£ÄŞÄ-z](#) on Tue, 03 Jun 2008 21:11:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

JFW_Disable_Physical_Collisions

Subject: Re: Disable collision script
Posted by [Canadacdn](#) on Tue, 03 Jun 2008 21:24:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

M00_Disable_Physical_Collision

Subject: Re: Disable collision script
Posted by [IAmFenix](#) on Tue, 03 Jun 2008 21:27:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

ty

Subject: Re: Disable collision script
Posted by [Veyrdite](#) on Thu, 05 Jun 2008 11:34:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Wed, 04 June 2008 07:24M00_Disable_Physical_Collision
The jfw version normally fails, so use this one instead if it does not work.

Subject: Re: Disable collision script
Posted by [jonwil](#) on Thu, 05 Jun 2008 11:37:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

The JFW version is an exact copy of the M00 version. Both scripts do one thing, namely calling
Commands->Disable_Physical_Collisions.

Subject: Re: Disable collision script
Posted by [IAmFenix](#) on Thu, 05 Jun 2008 20:49:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could also use the script to make object PURELY invis(not stealth)

Subject: Re: Disable collision script
Posted by [Sn1per74*](#) on Fri, 06 Jun 2008 05:03:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mx0_obelisk_Weapon_DLS if I remember correctly? I have'nt look at scripts in over a year but it's something like that.

Subject: Re: Disable collision script
Posted by [Veyrdite](#) on Fri, 06 Jun 2008 10:20:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Thu, 05 June 2008 21:37The JFW version is an exact copy of the M00 version. Both scripts do one thing, namely calling Commands->Disable_Physical_Collisions.

I've had problems with the JFW version before.
Example
The m00 variant allowed me to ghost while the JFW variant didn't.
