
Subject: walking though walls?

Posted by [Poskov](#) on Fri, 27 Mar 2009 11:18:42 GMT

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what does

M00_Enable_Physical_Collision

&

M00_Disable_Physical_Collision

do exactly?

Subject: Re: walking though walls?

Posted by [mr£ÄŞÄ-z](#) on Fri, 27 Mar 2009 14:09:40 GMT

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Disable Collison then you can go throught wall, by using Enable Collision you wont walk throught walls anymore.

I mean by using Disable Collision on Player you will fall throught everything, if you Disable Collision for a Object (Box, Table etc) then you can walk throught it, only Vehicles and Character fall throught the Map

Subject: Re: walking though walls?

Posted by [Poskov](#) on Fri, 27 Mar 2009 14:22:11 GMT

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are u sure?

i just tried it, and it didn't seem to work; u sure that's what it does?

Subject: Re: walking though walls?

Posted by [mr£ÄŞÄ-z](#) on Fri, 27 Mar 2009 14:23:43 GMT

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On what did you try it? how did you use it? do you need help with something?

Subject: Re: walking though walls?

Posted by [ErroR](#) on Fri, 27 Mar 2009 14:28:58 GMT

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yes it does that

Subject: Re: walking though walls?
Posted by [Gen_Blacky](#) on Fri, 27 Mar 2009 14:40:36 GMT
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you will also fall through the floor

Subject: Re: walking though walls?
Posted by [Canadacdn](#) on Fri, 27 Mar 2009 17:57:11 GMT
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<http://renhelp.net/index.php?mod=Tutorials&action=view&id=112>
