
Subject: Level Edit

Posted by [T0tNI](#) on Thu, 08 Apr 2010 00:44:00 GMT

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Is their a way in level edit to make some object's not able to being passed threw so I want physical collisons with them. Eg:
dsp_tower.

Subject: Re: Level Edit

Posted by [ErroR](#) on Thu, 08 Apr 2010 10:58:53 GMT

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you could add dsapo blocker things around it. Or edit the collisions in Renx

Subject: Re: Level Edit

Posted by [crazfulla](#) on Sat, 10 Apr 2010 16:13:28 GMT

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there is a script disable physical collision, Im sure there is one to enable it also.
