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Subject: Chinook with Turrets! Carryalls and buyable weapons too! Sug

Posted by [Anonymous](#) on Mon, 09 Dec 2002 15:52:00 GMT

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forgot to say something...the vehicle lifting mesh only has the vehicle collision property enabled so it should be able to go through the terrain, buildings and infantry units it will only collide with vehicles so you can use the chinook and using my idea you can go all the way until the chinook touches the ground and the mesh wont stop you

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