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Subject: ok, real quick.....

Posted by [Anonymous](#) on Fri, 22 Nov 2002 08:46:00 GMT

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Just be careful where U put 2 sided meshes. Vehicles will stick in them. Maybe you will want to put up a Invisable blocker mesh (W3d Hide)with Vehicle collision only set to keep the vehicles from sticking in the waterfall. Unless a Vehicle wont be able to get near waterfall already.and oh yeah, KANE LIVES!

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