Subject: AGT defense guns crooked and How to set limits?
Posted by Anonymous on Mon, 13 May 2002 12:25:00 GMT
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To keep your flying vehics from getting stuck take the plane that you used for a ceiling, MIRROR it on the Z access in gmax.This will flip it and make it invisible when looking down on the top of your map in gmax. Basically all you are doing is making your heli's fly into the visible side of the ceiling plane. Make sure you have vehicle collisions on for this plane and hide it as well in your w3d options.