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Subject: could use some help

Posted by [Burn](#) on Sun, 02 Jan 2005 00:46:19 GMT

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Firstly, the reason why you're falling through the mesh is because you do not have your collisions enabled. To enable the collisions, select the entire training room and click on the hammer in the upper right hand corner of your screen. From there, click on w3d tools, and scroll down and be sure camera, physical, and projectile are checked.

In addition, I suggest you be sure that all materials and models that you use in anything on your map is inside your mod folder.

What I said probably isn't the solution to your problem, but hopefully someone else around here will have a solution for you.

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