
Subject: Flying Vehicals Stick To Flight Roof
Posted by [JRPereira](#) on Wed, 23 Apr 2003 00:11:11 GMT
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Try setting the flight roof for just vehicle (even if that doesn't work, it will prevent you from walking on the flight roof if your vehicle gets blown up).

As for the water effect, where are you setting the opacity? and are you changing the blending mode to alpha blend? Does it show up in the editor and just not take effect ingame?
