Subject: Re: Beacon models (yet again)...please don't delete
Posted by Anonymous on Thu, 02 Mar 2006 11:45:44 GMT

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Oblivion165 wrote on Wed, 01 March 2006 20:45Make sure to put some collisions on it, otherwise its invisible to everything.

Physical would work, now that its big, you will bump into it.

Thanks a lot, after adding a collision box (for Projectiles) everything worked out fine.

@Mad Ivan:
Also thanks to you. I haven't tested your models yet but i appreciate the time you spend in making them to help me. Though i won't need them since Olbivion165s solution already worked (though it's a very kind offer of you to make the models).

Oh and i don't play renegade on-line, so RenGuard won't be a problem. (In fact the last game i played on-line was Counter-Strike 5.2)

@Gotztow

I wouldn't worry about his models since people searching for really large beacons for cheating can find them within 5 minutes of googling.