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Subject: Re: dino player

Posted by [Spice](#) on Thu, 06 Jul 2006 03:09:59 GMT

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I believe either his world box is larger than the original soldiers or his mesh has physical collision settings. Eitherway something is a miss in his setup, seeing as he gets stuck.

You might just need to import his model into Gmax and check it out. If so, re-set him up.

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