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Subject: W3D export settings & LE Settings for invisible collision boxes

Posted by [Veyrdite](#) on Sat, 07 Jul 2007 05:19:27 GMT

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What export settings and le settings would i use for an object that is collidable and invisible ingame, but visible in le. Also, does it have to be an object, tile etc.

EDIT: how do you use customs/what do the scripts mean by parameters, compared to messages?

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