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Subject: Objects - Not walkthroughable?

Posted by [SWNight](#) on Wed, 01 Aug 2007 21:18:52 GMT

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I'm trying to make a server-side arena, but when i try and test out the blockers to hold you up i fall through. It's annoying using the camera thing to zoom around everywhere So is it possible to make the Objects not walk-throughable?

Also - Does anyone know the gate animation?

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