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Subject: Re: enable physical collision

Posted by [Veyrdite](#) on Fri, 14 Sep 2007 06:49:24 GMT

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Please re-read and re-punctuate.

By what i think you mean you're using the wrong aggregates as they don't have physical collision enable in the w3d file. ANYways, doe the inside of them collide? If so it's because the outside is normally placed on the map in gmax.

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