
Subject: Re: JFW_Disable_Physical_Collisions and their Commands-> API...
Posted by [Genesis2001](#) on Sun, 01 Feb 2009 17:01:48 GMT

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Mackinsey wrote on Sun, 01 February 2009 05:19: At the moment i just tried to do it with the
Players vehicle.

Commands->`Disable_All_Collisions(Get_Vehicle(Get_GameObj(ID)));`

It works, but if it isnt a flying vehicle it will fall under the map as soon as it moves.

I want to disable all PLAYER collisions. :/
