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Subject: Re: Request of my TT colleagues  
Posted by [Goztow](#) on Tue, 17 Nov 2009 08:07:48 GMT  
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TruYuri wrote on Tue, 17 November 2009 00:43If you're desperate for a fix, our (APB/AR/BHP) rigger Eggman891 found a simple fix before TT fixed it. Encompass the entire map in a box mesh, with the mesh facing inwards. Then have the mesh have "Hide", "Physical", and "Projectile" settings on it.

Couldn't tell you why it works, all I can tell you is that it does. Box can be as big as you like so long as it has the collision settings and the mesh faces inwards toward the map itself. It can be done as a seperate .w3d include in LE.  
Ermmm this sounds like a client side fix, no? Or is it server side?

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