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Subject: Re: Tiberian Technologies Special Collisions  
Posted by [Mauler](#) on Sun, 17 Jun 2012 16:39:17 GMT  
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Well the TT collision tool have nothing to do with this..

The collison settings are only available in four settings, such as Physical (Player), Vehicle, Projectile and Camera... if you block vehicles it will also include blocking VTOL vehicles

So to make these barriers simply create a plane,box and set the collisions in the W3D Tools section and then check off the "Hide" box in the same section

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