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Subject: Re: Tiberian Technologies Special Collisions  
Posted by [saberhawk](#) on Mon, 18 Jun 2012 02:08:09 GMT  
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Generalcamo wrote on Sun, 17 June 2012 18:45 Well, I don't see "Air Units" but I could use this to make something close to that. I could set my air units to be "C4" and my boundaries to be "Water Edge Block" to get the results I want.

Of course, the names are only really there because it's much easier to refer to something as "Water Edge Block" instead of "Collision Group 17".

Generalcamo wrote on Sun, 17 June 2012 18:45 Thanks for that saberhawk. You are really helpful.

No problem, this stuff needed better documentation anyways

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