

---

Subject: Re: Team Collision

Posted by [danpaul88](#) on Tue, 18 Feb 2014 09:43:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You mean like the ejected ammo cases? You should probably just export those without collision.... there's no need for them to have it...

But, as for your question, I believe I recall someone (Saberhawk?) saying it was possible using the team visibility thing and making it such that you can only collide with things that are visible to you. Not 100% certain on that though, I haven't tried it.

---