
Subject: Re: Team Collision

Posted by [Gen_Blacky](#) on Tue, 18 Feb 2014 22:11:36 GMT

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This is what I'm referring to. StealthEye said changes to the engine would probably be needed.

Quote:StealthEye: I don't know what you want to to

genblacky: block collision of a model for a team

StealthEye: but why?

genblacky: so a gravity gun can only effect the enemy

StealthEye: lol

StealthEye: so you want PUSH for enemies, and no collisions for friendlies?

genblacky yea

StealthEye: no, I don't see how that would be done without several changes in the engine

genblacky: I didnt think it would be done easily, if I cant no big deal
