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Subject: Re: Naval Yard tutorial

Posted by [jonwil](#) on Sun, 02 Mar 2014 12:55:06 GMT

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Does your vehicle have type set to "Boat" or to "Sub"? If not, set it to one of those (you probably want "Boat" unless the thing you are dealing with has VTOL physics in which case you want "Sub")

That's the only thing I know of that would cause what you are seeing.

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