

---

Subject: Map Bugs

Posted by [Deactivated](#) on Tue, 25 May 2004 16:29:37 GMT

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

---

phlakatonWar Factory... I guess collisions were not set on both sides... oversight I guess.

It's a plane with 2Side setting. But the other side of the plane can't have bullet collision. In order to fix it you would have to make it a flat box.

---