
Subject: on contact = none o.0

Posted by [reborn](#) on Sun, 12 Jun 2005 21:10:03 GMT

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I am finding it hard to explain, but i want to make a mounted vehicle permeable...

in particular i want to make the guard tower permeable, so that when someone contacts the object they dont get stuck, and a vehicle can drive through it.

I thought this would be the best place to ask as the vehicle wreckages made by bhs/vloktboky have this effect.

on the physics tab there is no option for this, and i believe that is client side only anyway, and i need to make this server side.

Is there a script available that i can attach to the object for this to happen maybe?

Really would appreciate some help please

Subject: Re: on contact = none o.0

Posted by [flyingfox](#) on Sun, 12 Jun 2005 21:27:14 GMT

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are you saying make the guard tower act as a vehicle so you can apply the stuff from the destroyed vehicle script to it to make it permeable?

that would be odd, just repairing when some tank drives through and crushes you all.

Subject: Re: on contact = none o.0

Posted by [reborn](#) on Sun, 12 Jun 2005 21:58:22 GMT

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I am saying make the mini GDI guard tower and the Nod turret permeable so that you can drive/walk through them, not the existing turrets that are on the map.

I have my reasons for wanting to be able to do this. They are not odd reasons

Subject: Re: on contact = none o.0

Posted by [Cpo64](#) on Sun, 12 Jun 2005 22:04:05 GMT

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You would have to take the original models in RenX and remove their collision settings.

Subject: Re: on contact = none o.0
Posted by [ghostSWT](#) on Sun, 12 Jun 2005 22:09:43 GMT
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Commands->Disable_All_Collisions(obj); //from Scripts.dll

I wonder if the guard tower's w3d is client or server side?

JFW_Disable_Physical_Collision script

Subject: Re: on contact = none o.0
Posted by [reborn](#) on Mon, 13 Jun 2005 01:07:56 GMT
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much thanks to SWT who helped me with this problem, he was a MASSIVE help.

JFW_Disable_Physical_Collision

^^ for anyone who wants to do it the easy way

also much thanks to john will for actually making it
