
Subject: :S stuck if run into KAK_FREEZE_Object
Posted by [theplague](#) on Sun, 31 Jul 2005 08:50:02 GMT
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well, you get stuck if run into KAK_FREEZE_Object'd player... any way to avoid this? i tried setting jfw_disable_transition and jfw_disable_phisicalcollision

Subject: Re: :S stuck if run into KAK_FREEZE_Object
Posted by [Sn1per74](#) on Sun, 07 Aug 2005 14:47:54 GMT
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Try M00_disable_physical_collision_JDG
