
Subject: Vehicle problem *sigh*

Posted by [Anonymous](#) on Thu, 05 Dec 2002 21:01:00 GMT

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I checked it at least 20 times over but I still cannot figure out why my modified Chinook falls through the floor... Any suggestions? It isn't a collision options error either, when I shoot the thing as it is falling the bullets make contact with the outside of it. [December 05, 2002, 21:04: Message edited by: ApacheRSG]

Subject: Vehicle problem *sigh*

Posted by [Anonymous](#) on Thu, 05 Dec 2002 21:18:00 GMT

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check vehicle and physical, you have the projectile one

Subject: Vehicle problem *sigh*

Posted by [Anonymous](#) on Fri, 06 Dec 2002 06:46:00 GMT

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I had copied a cinematic preset that did not have any real physical attributes, so basically I had created a ghost vessel that existed but didn't.

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Posted by [Anonymous](#) on Fri, 06 Dec 2002 12:28:00 GMT

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Maybe u screwed up the worldbox, only geomatry should be ticked, obbox, and pysical and camera should be selected. I dont actually understand your problem so...
