Subject: Objects - Not walkthroughable?
Posted by SWNight on Wed, 01 Aug 2007 21:18:52 GMT
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I'm trying to make a server-side arena, but when i try and test out the blockers to hold you up i fall
through. It's annoying using the camera thing to zoom around everywhere So is it possible to
make the Objects not walk-throughable?

Also - Does anyone know the gate animation?

Subject: Re: Objects - Not walkthroughable?
Posted by Sn1per74* on Wed, 01 Aug 2007 23:44:28 GMT
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What blocker are you using?

Subject: Re: Objects - Not walkthroughable?
Posted by CdCyBoRg on Thu, 02 Aug 2007 00:01:10 GMT
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Try attaching the script "JFW_Enable_Physical_Collision"

or something like thati dont rememebr what the exact script is. look for somethnig olong those
lines though and attach it to the blocker you have.

Subject: Re: Objects - Not walkthroughable?
Posted by SWNight on Thu, 02 Aug 2007 09:59:46 GMT
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No. I ment IN LevelEdit.

Subject: Re: Objects - Not walkthroughable?
Posted by reborn on Thu, 02 Aug 2007 10:02:24 GMT
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What he suggested can be done in level edit.