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Subject: JFW\_Disable\_Physical\_Collisions and their Commands-> API...

Posted by [Genesis2001](#) on Sat, 31 Jan 2009 21:39:03 GMT

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I've tried JFW\_Disable\_Physical\_Collisions, Commands->Disable\_All\_Collisions, and Commands->Disable\_Physical\_Collisions. None seem to work on a Player's GameObject. :/

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...

Posted by [Gen\\_Blacky](#) on Sun, 01 Feb 2009 00:23:27 GMT

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not sure how you are attaching it but try M00\_Disable\_Physical\_Collision\_JDG

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...

Posted by [Genesis2001](#) on Sun, 01 Feb 2009 03:19:57 GMT

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Gen\_Blacky wrote on Sat, 31 January 2009 17:23not sure how you are attaching it but try M00\_Disable\_Physical\_Collision\_JDG

I'm simply attaching it via a plugin for ssgm using Commands->Attach\_Script where the GameObject is the player's gameobject...

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...

Posted by [Mackinsey](#) on Sun, 01 Feb 2009 12:19:02 GMT

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At the moment i just tried to do it with the Players vehicle.

```
Commands->Disable_All_Collisions(Get_Vehicle(Get_GameObj(ID)));
```

It works, but if it isnt a flying vehicle it will fall under the map as soon as it moves.

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...

Posted by [Genesis2001](#) on Sun, 01 Feb 2009 17:01:48 GMT

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Mackinsey wrote on Sun, 01 February 2009 05:19At the moment i just tried to do it with the Players vehicle.

```
Commands->Disable_All_Collisions(Get_Vehicle(Get_GameObj(ID)));
```

It works, but if it isnt a flying vehicle it will fall under the map as soon as it moves.

I want to disable all PLAYER collisions. :/

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...  
Posted by [Sladewill](#) on Mon, 02 Feb 2009 00:05:27 GMT  
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Well if you  
Commands->Attach\_Script(obj,"jfw\_flying\_infantry","");  
Then try it works

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...  
Posted by [samous](#) on Tue, 03 Feb 2009 01:18:18 GMT  
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won't that just make them fly, b\c you can fly AND not go through walls at the SAME time...

=samous

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...  
Posted by [Sladewill](#) on Tue, 03 Feb 2009 15:33:48 GMT  
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I got it on my building server they fly and go through everything.

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...  
Posted by [Genesis2001](#) on Tue, 03 Feb 2009 18:05:44 GMT  
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Sladewill wrote on Tue, 03 February 2009 08:33I got it on my building server they fly and go through everything.

I'm going to have to agree with samous. I've never seen anything in JFW\_Flying\_Infantry to make me believe you can go through stuff in the server.

You must have some other script being attached to them as well...

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...  
Posted by [Sladewill](#) on Tue, 03 Feb 2009 18:12:23 GMT  
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Nope i only got them two scripts on !ghost cmd come check it out on [STB] Building Server if u dont believe me and also i havent edited the source code for players

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Subject: Re: JFW\_Disable\_Physical\_Collisions and their Commands-> API...  
Posted by [samous](#) on Thu, 05 Feb 2009 03:34:46 GMT  
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thats really wierd...

-note: someone who knows scripting in this subject should check the code to double check it  
=samous

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