Subject: on contact = none o.0
Posted by reborn on Sun, 12 Jun 2005 21:10:03 GMT

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

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

I thought this would be the best place to ask as the vehichle 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 attatch to the object for this to happen maybe?

Really would appreciate some help please