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Subject: Re: snow behind ice/water

Posted by [Blazea58](#) on Tue, 29 May 2007 10:20:52 GMT

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Far as i know there really isn't much of a fix for this. I had problems with roleplay2 when we tried rain settings and the rain never even hit the map because i have a huge blocker at the very top of the map and that basically stopped everything from falling past it.

From what i know, you have to be sure that and any other mesh in the area doesn't have physical collision. So if players arent supposed to go on it anyways you could just setup blockers around the ice area.