Subject: Re: Disable collision script Posted by Veyrdite on Fri, 06 Jun 2008 10:20:31 GMT View Forum Message <> Reply to Message

jonwil wrote on Thu, 05 June 2008 21:37The JFW version is an exact copy of the M00 version. Both scripts do one thing, namely calling Commands->Disable\_Physical\_Collisions.

I've had problems with the JFW version before. Example The m00 variant allowed me to ghost while the JFW variant didn't.