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Subject: floating platforms

Posted by [Cpo64](#) on Fri, 28 Nov 2003 19:36:02 GMT

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I don't know if you would really want to do that for an MP map, as soon as you stepped on it you would start to lag...

But you could make the platform, give it a 'bob' and create a tile for it in LE

Using the name of the tile, create a proxy in your map where ever you want the bobbing platform

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