Subject: Repair Pad Collision Settings
Posted by Sanada78 on Mon, 26 May 2003 14:00:07 GMT
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I have this problem where only vehicles can safely go over the Repair Pad without falling through it. Infantry however just fall straight through into Blue Hell. The collision settings are set to "Physical", "Projectile", Camera" and "VIS".

Subject: Repair Pad Collision Settings
Posted by General Havoc on Mon, 26 May 2003 16:00:33 GMT
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Rotating the object (repair pad) in LevelEdit has been known to cause problems in the past. Check that you haven't rotoated the object in Level Edit. Otherwise ro do your collision settings and that normally fixes stuff. Hope this helps.

_General Havoc