
Subject: Re: Ghost Infantry

Posted by [jnz](#) on Sun, 02 Sep 2007 12:12:07 GMT

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Dthdealer wrote on Sun, 02 September 2007 10:03I've attached JFW_Flying_Infantry to the GDI_MP preset. I want to know how i can also make him move through anything, JFW_Disable_Physical_Collision doesn't work (i hoped it would remove collision from the MP's worldbox).

No i'm not serversiding.

I'm not sure, but try JFW_Disable_All_Collision (is it exists) there should be a script like it. I remember having problems with vehicles falling through the map using this (instead of physical collisions).
