
Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Fri, 29 Oct 2010 18:25:39 GMT
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Lone0001 wrote on Fri, 29 October 2010 12:13A Mech?! /me is in love with RP2 now

Does the train stay on the tracks now?

Yeah we use lame invisible blockers, but they were well done so I guess they do the trick.
In addition subs stay in the water, hovercraft stay on top, vehicles can pass though it etc.
