Subject: C&C Archipelago - Help Needed
Posted by Anonymous on Wed, 11 Dec 2002 08:16:00 GMT

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Okay, this map is done in RenX and almost everything set up in LevelEdit.I'll be making Hovercrafts useable for this map, since most of the map is water.I need something that blocks tanks (humm-vees, buggies, med tanks, light tanks.....) but that doesn't block the Hovercrafts. If I make a wall to collide with vehicles, it will also affect the hovercrafts, and we don't want tanks floating over the water, do we?   Any ideas?