
Subject: Re: Map Making - Inspiration Thread
Posted by [Halo38](#) on Fri, 08 Sep 2006 19:49:46 GMT
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yes, an invisible wall is often used to prevent players falling off a map or bridge etc... If you play C&C_Field you will notice there are invisible walls near the water fall to prevent you falling, but these were removed from C&C_Field_TS - here is how you set them up

imagine the grey box is your ground mesh and the blue plane is your invisible blocker. with these settings you will still be able to shoot through the plane.
