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Subject: Re: Tank traps ?

Posted by [Cpo64](#) on Wed, 07 Feb 2007 22:48:24 GMT

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Jerad Gray wrote on Wed, 07 February 2007 16:47Wrong, don't even try, the tank traps do not stop the vehicle, there is an invisible wall in the level (its .w3d file) itself that prevents vehicles from crossing the bridge.

Not wrong... I just wasn't very specific, I'm not even sure there is a vehicle barrier, the hogs if placed close enough would do the job just fine. But without opening up the lvl file, there isn't really any way to know. But your right, there probably is a wall, which could be removed the same way I suggested.

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