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Subject: Re: Invs walls in level edit

Posted by [Cpo64](#) on Mon, 19 Feb 2007 02:45:50 GMT

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Gen\_Blackx wrote on Sun, 18 February 2007 12:52nm u guys dont get it, its hightfield map its not part of the w3d so in gmax all i see is bulidings and i wont know where the walls are unless i guess

No, you don't get it.

You cannot create invisible walls without using RenX.

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