Subject: Re: Invs walls in level edit Posted by Jerad2142 on Mon, 19 Feb 2007 02:47:32 GMT View Forum Message <> Reply to Message

Cpo64 wrote on Sun, 18 February 2007 19:45 You cannot create invisible walls without using RenX. That can be argued (but I suggest using RenX it would be better than the alternative).

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