

---

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).

---