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Subject: Vehicle\_Blocker Object Appears For Client  
Posted by [Sanada78](#) on Sat, 09 Aug 2003 03:43:38 GMT  
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I just tested my map online as a client and found that all the "Vehicle\_Blocker" objects were visible. When I tested it in one player LAN they were invisible. I have the "IsHiddenObject" box checked. is there a way I can fix this or is it best I just place blockers while in RenX?

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