

---

Subject: Vehicle\_Blocker Object Appears For Client  
Posted by [maytridy](#) on Sat, 09 Aug 2003 12:51:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote: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?

C&C\_Oasis, right? Because me and my friend were playing it the other day on WOL, (We were both on the same network at my house) and the boxes were visible on my computer, but not on his.

---