
Subject: (me again) invisable walls
Posted by [RaptorA](#) on Thu, 30 Mar 2006 12:29:15 GMT
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ok im probly enoying every one now this all my questons (i dont wana be a noob) but...

how do u make the invisable walls to stop acraft from flying to high or out of the map, and to stop hummers going in buildings and tunnels?

ty guys ur been a big big help so far;)

Subject: Re: (me again) invisable walls
Posted by [JeepRubi](#) on Thu, 30 Mar 2006 13:20:09 GMT
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In the W3D setting check off the tab that says "hide" and set the collisions as you like.

Subject: Re: (me again) invisable walls
Posted by [RaptorA](#) on Thu, 30 Mar 2006 13:42:41 GMT
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ok ty jeep
