Subject: Fences
Posted by PunkeD on Tue, 23 Jan 2007 09:48:00 GMT
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Can someone add fences on certain maps so there unable to loop etc? if so can you add them to Islands tunnels in feild and front of base, complex the tunnels, feild on the hill in tunnel so you cant go into feild if someone could please do that it would be great thanks alot PunkeD

Subject: Re: Fences
Posted by nopol10 on Tue, 23 Jan 2007 10:45:40 GMT
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What do you mean by loop?

Subject: Re: Fences
Posted by PunkeD on Tue, 23 Jan 2007 11:01:50 GMT
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By walking around and killing someone from behind

Subject: Re: Fences
Posted by Jerad2142 on Tue, 23 Jan 2007 14:15:31 GMT
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Do you mean like take a tunnel and come up behind someone standing in the field?

Subject: Re: Fences
Posted by PunkeD on Tue, 23 Jan 2007 14:37:21 GMT
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Yes say for example on Islands where you walk into the feild and loop someone from behind i want the tunnels blocked off here is a slight screenshot
that is the red fence i want to be used to block off tunnels

File Attachments
1) ss.JPG, downloaded 377 times

Subject: Re: Fences
Posted by Zion on Tue, 23 Jan 2007 15:23:32 GMT
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This is done in level edit.

Objects > Simple > Simple_DSAPO_Versions > Simple_Sydney_StandM_Wall

Load the .lvl file from the map first, they can be found on Westwoods FTP here.

Subject: Re: Fences

Posted by reborn on Tue, 23 Jan 2007 16:41:38 GMT

You will need to place two of them, as they act like one way mirros for bullets.

Subject: Re: Fences
Posted by PunkeD on Tue, 23 Jan 2007 16:48:22 GMT

Can someone make them for me

Subject: Re: Fences
Posted by Zion on Tue, 23 Jan 2007 19:12:24 GMT

Just select the preset and click the "Make" button, then move around on your map. Simple as that.