Subject: Invisable walls
Posted by Gen_Blacky on Sun, 04 Feb 2007 01:20:29 GMT
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how do u make invisable walls

Subject: Re: Invisable walls
Posted by Blazea58 on Sun, 04 Feb 2007 01:25:38 GMT
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If your talking from Gmax point of view you just go into the W3d tools, which is the icon that has the hammer on it, then enable hide, 2 sided and all the collision settings.
 I am not sure what object or script you would use if it was done soley in level edit on the other hand.

Subject: Re: Invisable walls
Posted by SeargentSarg on Sun, 04 Feb 2007 01:40:59 GMT
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y

u want h4x

k u h4xz0r

go die

Thanks.

Subject: Re: Invisable walls
Posted by Ryu on Sun, 04 Feb 2007 01:42:23 GMT
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Tbh Iv'e seen a few maps with invisible walls, Maybe he was making a map with the purpose of invisible walls?

Subject: Re: Invisable walls
Posted by nopol10 on Sun, 04 Feb 2007 01:48:13 GMT
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SeargentSarg wrote on Sun, 04 February 2007 09:40y

u want h4x

k u h4xz0r

go die

Thanks.

You shouldn't criticize without knowing what he wants to do.

Subject: Re: Invisable walls
Posted by SeargentSarg on Sun, 04 Feb 2007 01:50:36 GMT
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Well, seeing it as how invisible walls are commonly known as "cheats" or "hacks" I would say he is looking for them.. Well, atleast in my own opinion.

Subject: Re: Invisable walls
Posted by Gen_Blacky on Sun, 04 Feb 2007 02:01:12 GMT
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invsiable walls for flying vecs

Subject: Re: Invisable walls
Posted by Gen_Blacky on Sun, 04 Feb 2007 02:05:57 GMT
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lmao think im making hacks

Subject: Re: Invisable walls
Posted by nopol10 on Sun, 04 Feb 2007 02:12:25 GMT
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Remember the edit button.

Subject: Re: Invisable walls
Posted by Cpo64 on Sun, 04 Feb 2007 05:50:33 GMT
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Create your object, go into w3d settings and select "hide" and "physical" if you want it to block

both characters and vehicles, if you want it to only block vehicles un-check physical and check "vehicle"

Make sure the front side of the face, is facing towards the direction that vehicles will hit it, otherwise, they will get stuck in it.

File Attachments
1) renx.png, downloaded 354 times

Subject: Re: Invisable walls
Posted by Gen_Blacky on Sun, 04 Feb 2007 07:43:28 GMT
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kk ty