
Subject: Invs walls in level edit
Posted by [Gen_Blacky](#) on Thu, 15 Feb 2007 08:22:36 GMT
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can u make invisible walls in level edit for like flying vecs

Subject: Re: Invs walls in level edit
Posted by [nopol10](#) on Thu, 15 Feb 2007 08:39:31 GMT
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You do it in gmax.

Subject: Re: Invs walls in level edit
Posted by [Gen_Blacky](#) on Thu, 15 Feb 2007 08:43:00 GMT
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what do i use in gmax planes

Subject: Re: Invs walls in level edit
Posted by [Gen_Blacky](#) on Thu, 15 Feb 2007 08:45:24 GMT
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no way to do it with level edit cause my map i used hightfield and my buildings are just the w3d so i dont know where to put the walls

Subject: Re: Invs walls in level edit
Posted by [Jerad2142](#) on Thu, 15 Feb 2007 15:41:27 GMT
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Make boxes with vehicle, and hide checked in RenX (Not planes, vehicles often get stuck on these).

Subject: Re: Invs walls in level edit
Posted by [JeepRubi](#) on Thu, 15 Feb 2007 22:44:48 GMT
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Making a map on Gmax is worth the may hours it takes to learn the program. It also gets you started with the skills you need to learn 3D modeling if you want to do that.

Subject: Re: Invs walls in level edit
Posted by [Gen_Blacky](#) on Thu, 15 Feb 2007 22:52:01 GMT
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u guys dont understand

Subject: Re: Invs walls in level edit
Posted by [jamiejrg](#) on Thu, 15 Feb 2007 23:27:30 GMT
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You want "invisible walls" in your map so flying units dont go to far.

Dude, you have to do this in gmax, you don't want your map to be half ass do you?

Just take some time to learn gmax and then when your ready for the "invisible walls" just make a huge thin box then go to w3d options and check the "hide" box.

Sorry if it wasnt what you wanted to hear.

Subject: Re: Invs walls in level edit
Posted by [JeepRubi](#) on Fri, 16 Feb 2007 21:47:42 GMT
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I needs to be an inverted box, otherwise vehicles will get stuck on the backside.

Subject: Re: Invs walls in level edit
Posted by [Zion](#) on Fri, 16 Feb 2007 23:04:44 GMT
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Just use the "Normal" modifyier to invert the faces of the box.

Subject: Re: Invs walls in level edit
Posted by [Jerad2142](#) on Sat, 17 Feb 2007 05:21:10 GMT
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Make a thin box then no vehicles will get stuck on it.

Subject: Re: Invs walls in level edit
Posted by [Veyrdite](#) on Sat, 17 Feb 2007 05:31:43 GMT
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get the w3d importer
import the level
make an object surrounding the entire level with physical col and hide w3d settings
delete the rest of the level
export it
place it as a separate terrain in le, should automatically centre

Subject: Re: Invs walls in level edit
Posted by [Gen_Blacky](#) on Sun, 18 Feb 2007 20:52:03 GMT
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nm u guys dont get it, its hightfield map its not part of the w3d so in gmax all i see is bulidings and i wont know where the walls are unless i guess

Subject: Re: Invs walls in level edit
Posted by [Jerad2142](#) on Mon, 19 Feb 2007 02:38:23 GMT
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Make a visible wall model in RenX, then place them (more than one) in the level editor level (as a tile object, not terrain), finally go back into RenX and check hide and reexport it as the same model.

Subject: Re: Invs walls in level edit
Posted by [Cpo64](#) on Mon, 19 Feb 2007 02:45:50 GMT
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Gen_Blacky wrote on Sun, 18 February 2007 12:52nm u guys dont get it, its hightfield map its not part of the w3d so in gmax all i see is bulidings and i wont know where the walls are unless i guess

No, you don't get it.

You cannot create invisible walls without using RenX.

Subject: Re: Invs walls in level edit
Posted by [Jerad2142](#) on Mon, 19 Feb 2007 02:47:32 GMT
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Cpo64 wrote on Sun, 18 February 2007 19:45
You cannot create invisible walls without using RenX.
That can be argued (but I suggest using RenX it would be better than the alternative).

Subject: Re: Invs walls in level edit
Posted by [Gen_Blacky](#) on Mon, 19 Feb 2007 08:31:57 GMT
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i didnt think so thats y i asked -_-
