

---

Subject: walls

Posted by [mrÄÃŠÄ-z](#)

on Sat, 22 Dec 2007 16:51:25 GMT

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

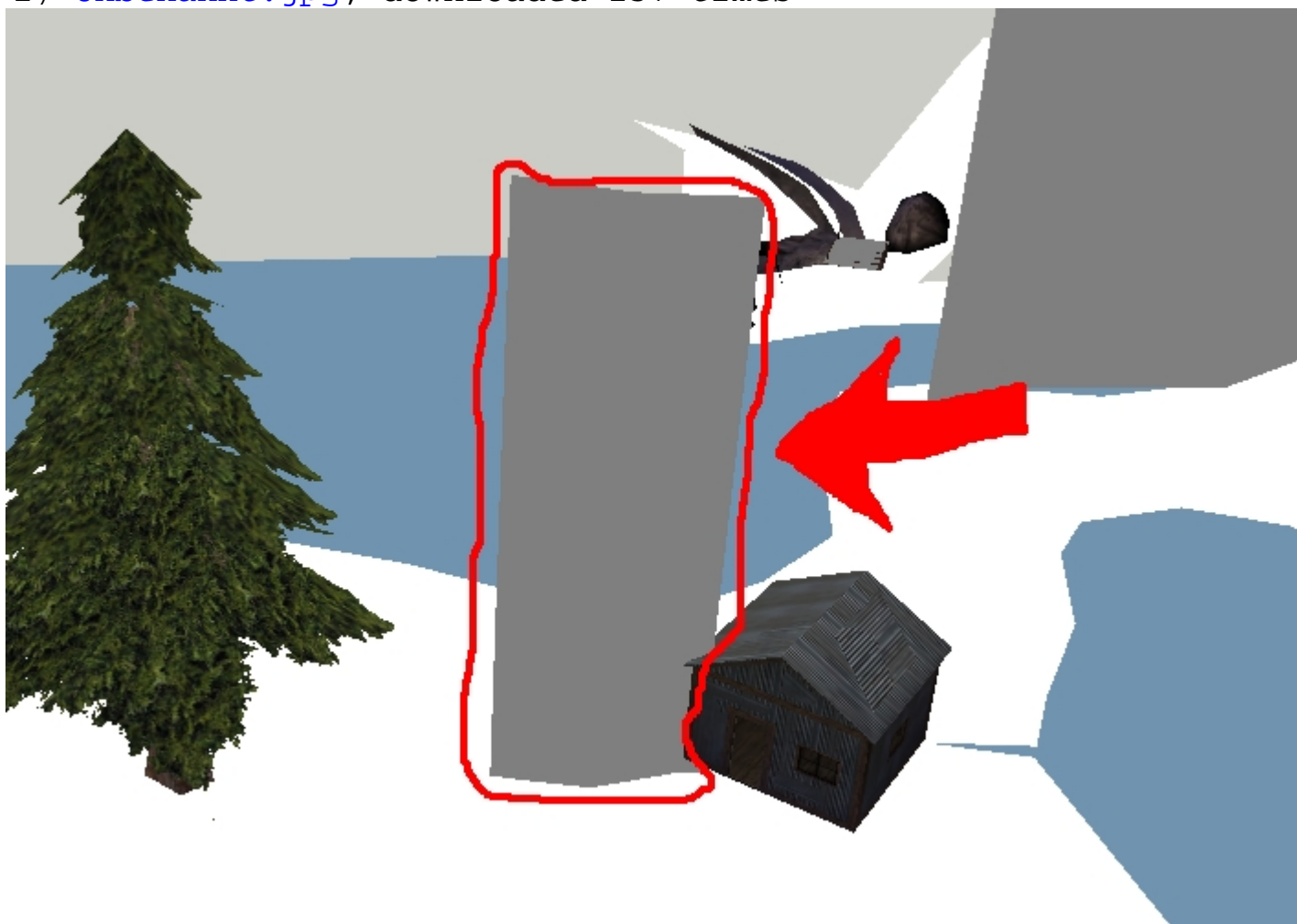
---

How can i Delet this Invisible Wall? all other Invisible Walls i can delet, but this1 i cant Target so i cant Felet it! Heres the Pic (this wall i cant target why?)

---

### File Attachments

1) [Unbenannt.jpg](#), downloaded 237 times



---

Subject: Re: walls

Posted by [cnc95fan](#) on Sat, 22 Dec 2007 17:01:24 GMT

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

---

Delete it in gmax?

---

---

Subject: Re: walls

Posted by [Canadacdn](#) on Sat, 22 Dec 2007 17:49:39 GMT

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

---

I think he means delete it in Level Edit. If you want to delete it in LE, go to Edit->Terrain Selectable and click on the invisible wall. Then hit delete to get rid of the wall. Go back to the menu and turn off Terrain Selectable when you are done.

---

Subject: Re: walls

Posted by [cnc95fan](#) on Sat, 22 Dec 2007 18:22:17 GMT

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

---

Or click the Instances tab and find it there.

---

Subject: Re: walls

Posted by [renalpha](#) on Sat, 22 Dec 2007 18:38:28 GMT

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

---

be carefull not to drag sumthing cause dragging in leveledit makes terrian says u are teh bad.

---

Subject: Re: walls

Posted by [Dealman](#) on Sat, 22 Dec 2007 19:38:12 GMT

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

---

That seems to be an plane as 1 side will be invisible and other not. Easiest way to remove it would be to open the model in RenX/GmaX/3DS Max and select the terrain and then select vertices and you can drag the 2 top vertices down. Or you could simply try to delete the plane.

---

Subject: Re: walls

Posted by [mr£Ä\\$Ä-z](#) on Sat, 22 Dec 2007 23:13:23 GMT

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

---

i know that i need to make terrain selectable.. all other invisible walls i can delet, but this1 i cant target! it has no point to pick it !!! ist there a other way to delet it?

---

Subject: Re: walls

Posted by [cnc95fan](#) on Sat, 22 Dec 2007 23:18:48 GMT

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

---

Maybe its set to "Not Targetable"?

---

Subject: Re: walls

Posted by [mr£Ä\\$Ä-z](#) on Sat, 22 Dec 2007 23:30:13 GMT

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

---

cnc95fan wrote on Sat, 22 December 2007 17:18 Maybe its set to "Not Targetable"? maybe, but how u can edit it to Target able then? where can i find the preset to create invisible walls

Ps. Renalpha on youre site tiberium-planet... youre "cuteFTPprogramm" is a virus...

---

Subject: Re: walls

Posted by [cnc95fan](#) on Sun, 23 Dec 2007 00:12:39 GMT

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

---

Click on it in Level Edit, and go to Mod, then find it under the "Settings" tab.

---

Subject: Re: walls

Posted by [Zion](#) on Sun, 23 Dec 2007 03:17:22 GMT

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

---

I sure hope you know that "not targetable" is a game only feature and does not effect level edit in any way besides set that variable?

If you are unable to delete mesh in level edit, you have to delete it in GMAX/RenX and re-export the .w3d file. This is not possible if you are creating a serverside map.

---

Subject: Re: walls

Posted by [mr£Ä\\$Ä-z](#) on Sun, 23 Dec 2007 11:43:44 GMT

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

---

Damn. T\_T

---