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Subject: Why can;t i see the box's in game?

Posted by [Distrbd21](#) on Thu, 17 Dec 2009 23:23:11 GMT

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here is a pic of what i'm talking about but when i going the game by my self i can't see them?, now is that because i'm hosting it and when i put it on a server other people will see them?

i'm making it a mix map.

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### File Attachments

1) [untitled.JPG](#), downloaded 756 times



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Subject: Re: Why can;t i see the box's in game?

Posted by [nopol10](#) on Thu, 17 Dec 2009 23:52:28 GMT

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There should be a set visible checkbox in the box's preset options. Check that to visible and it should work.

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Subject: Re: Why can;t i see the box's in game?

Posted by [Distrbd21](#) on Fri, 18 Dec 2009 01:22:06 GMT

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ok will try it when i get the chance to redo it the map crashed on me.

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Subject: Re: Why can;t i see the box's in game?

Posted by [ErroR](#) on Fri, 18 Dec 2009 09:07:37 GMT

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Why don'y you get the .lvl file of the map and add some textured walls threw gmax as separate w3ds than those ugly boxes? maybe not the best suggestion tho

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Subject: Re: Why can;t i see the box's in game?

Posted by [Distrbd21](#) on Fri, 18 Dec 2009 09:09:02 GMT

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ErroR wrote on Fri, 18 December 2009 03:07Why don'y you get the .lvl file of the map and add some textured walls threw gmax as separate w3ds than those ugly boxes? maybe not the best suggestion tho

hey i like those ugly things, not really i'm just to lazy to get gmax again and do it.

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Subject: Re: Why can;t i see the box's in game?

Posted by [Distrbd21](#) on Sat, 19 Dec 2009 01:40:17 GMT

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not to double post but when i uncheck that i still can't see them?

am i supost to temp them?

if that don't work i will probly go make a nice looking box in renx.

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