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Subject: Serverside invisible vehicle or infantry blockers?

Posted by [iRANian](#) on Fri, 27 May 2011 16:48:46 GMT

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Is there a method to add invisible vehicle or infantry blockers to a map serverside? I've tried a few but they don't seem to work.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [Reaver11](#) on Fri, 27 May 2011 18:57:42 GMT

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Try in LE: Object -> Simple -> Small\_blocker or Vehicle Blocker.

The Large blocker is visible on most of the servers.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [TNaismith](#) on Fri, 27 May 2011 21:10:04 GMT

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Post removed. gmax/3ds isn't serverside.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [iRANian](#) on Sat, 28 May 2011 01:08:26 GMT

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I've tried the 'Large\_blocker' and 'Small\_blocker' blockers and they are visible, I also tried the '\_placeholder' DSAPOs, they are invisible but don't do anything.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [Reaver11](#) on Sun, 29 May 2011 08:34:40 GMT

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Well since they are in the Objects tab of LE you can replace the model with any other model that is in Renegade itself.

So if we manage to find an big invisible object then you could temp say LargeBlocker and replace the model in its preset.

Though currently I can't remember an big invisible object.

I will see if I can find anything.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [iRANian](#) on Thu, 02 Jun 2011 00:08:35 GMT

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Bumping this a bit. I was kinda busy the last few days so I didn't take a look at possible invisible objects in LevelEdit, I'll make sure to do that in a few days, hopefully tomorrow.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [sla.ro\(master\)](#) on Wed, 15 Jun 2011 11:53:16 GMT

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i have a better idea, put a script on Large\_Blocker who changes its model into "Null", should work

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [iRANian](#) on Wed, 15 Jun 2011 12:14:42 GMT

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Wouldn't that change the model's worldbox? It's worth trying out though.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [sla.ro\(master\)](#) on Thu, 16 Jun 2011 05:14:21 GMT

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oh.. yeah... will change colision into null too..

hmmmm.. on editor appear "IsHidden" on Large\_Blocker, look like IsHidden not work on mp, it only works on sp.

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Subject: Re: Serverside invisible vehicle or infantry blockers?

Posted by [iRANian](#) on Thu, 16 Jun 2011 06:57:52 GMT

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Yeah I tried that.

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