Subject: Re: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 04:29:33 GMT

Canadacdn wrote on Mon, 25 December 2006 22:23Yes, you can. In Leveledit, go to the "edit" menu and select "terrain selectable". Select where the invisible wall is and hit the delete key. Go to the edit menu and disable selectable terrain again. Save.

Keep in mind that you will now need the .ldd and .lsd files to play the map serverside now. Alright thanks a lot I'll try that!