Subject: Re: Invisable walls
Posted by Blazea58 on Sun, 04 Feb 2007 01:25:38 GMT

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If your talking from Gmax point of view you just go into the W3d tools, which is the icon that has the hammer on it, then enable hide, 2 sided and all the collision settings.
 I am not sure what object or script you would use if it was done soley in level edit on the other hand.