Subject: Re: Invs walls in level edit
Posted by jamiejrg on Thu, 15 Feb 2007 23:27:30 GMT
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You want "invisible walls" in your map so flying units dont go to far.

Dude, you have to do this in gmax, you don't want your map to be half ass do you?

Just take some time to learn gmax and then when your ready for the "invisible walls" just make a huge thin box then go to w3d options and check the "hide" box.

Sorry if it wasnt what you wanted to hear.