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Subject: Re: Invincible buildings

Posted by [YazooGang](#) on Wed, 22 Jul 2009 01:12:57 GMT

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GoodOneDriver wrote on Tue, 21 July 2009 19:35Ohh LOL He spelt it wrongbi thought he said invisble

But you spelled "wrong" wrong. Anyways, dont load the maps .lvl files. Make a new map and place its terrain. Then place the building controllers out side the bases. They shouldnt touch the building. That will make the building models not function but the building controllers will so you will buy chars and ect and use the win command at them. If you used LevelReEdit or download the maps lvl files, dont use them, it wont work there if you move the controllers, i dont know why tho. Hope this helped.

YAY extended areas in Nazi Zombies lol.

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