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Subject: Invisable walls

Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 01:20:29 GMT

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how do u make invisable walls

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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.

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Subject: Re: Invisable walls

Posted by [SargentSarg](#) on Sun, 04 Feb 2007 01:40:59 GMT

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y

u want h4x

k u h4xz0r

go die

Thanks.

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Subject: Re: Invisable walls

Posted by [Ryu](#) on Sun, 04 Feb 2007 01:42:23 GMT

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Tbh I've seen a few maps with invisible walls, Maybe he was making a map with the purpose of invisible walls?

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Subject: Re: Invisable walls

Posted by [nopol10](#) on Sun, 04 Feb 2007 01:48:13 GMT

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SargentSarg wrote on Sun, 04 February 2007 09:40y

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u want h4x

k u h4xz0r

go die

Thanks.

You shouldn't criticize without knowing what he wants to do.

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**Subject: Re: Invisable walls**

Posted by [SeargentSarg](#) on Sun, 04 Feb 2007 01:50:36 GMT

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Well, seeing it as how invisible walls are commonly known as "cheats" or "hacks" I would say he is looking for them.. Well, atleast in my own opinion.

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**Subject: Re: Invisable walls**

Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 02:01:12 GMT

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invsiable walls for flying vecs

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**Subject: Re: Invisable walls**

Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 02:05:57 GMT

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lmao think im making hacks

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**Subject: Re: Invisable walls**

Posted by [nopol10](#) on Sun, 04 Feb 2007 02:12:25 GMT

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Remember the edit button.

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**Subject: Re: Invisable walls**

Posted by [Cpo64](#) on Sun, 04 Feb 2007 05:50:33 GMT

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Create your object, go into w3d settings and select "hide" and "physical" if you want it to block

both characters and vehicles, if you want it to only block vehicles un-check physical and check "vehicle"

Make sure the front side of the face, is facing towards the direction that vehicles will hit it, otherwise, they will get stuck in it.

## File Attachments

1) [renx.png](#), downloaded 299 times



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Subject: Re: Invisable walls

Posted by [Gen\\_Blacky](#) on Sun, 04 Feb 2007 07:43:28 GMT

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kk ty

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