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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 invisible 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 [SeargentSarg](#) 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 Iv'e 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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SeargentSarg wrote on Sun, 04 February 2007 09:40y

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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invisable 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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Imao 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

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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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