Subject: LVL Question

Posted by \_SSnipe\_ on Sat, 15 Mar 2008 06:23:30 GMT

View Forum Message <> Reply to Message

1) What in level edit is invisible ingame but blocks units and tanks from passing or going in it? kinda like a invisible block that ingame u cant see or cant walk though it

downloaded 365 times

Subject: Re: LVL Question

Posted by Oblivion165 on Sat, 15 Mar 2008 07:41:39 GMT

View Forum Message <> Reply to Message

## File Attachments

1) Clipboard01.png,

⊕ Terrain ± • ile 庄 📄 Object 🛨 🧰 Buildings 庄 🦳 Dummy Object 😟 🦳 Light 🛨 🧰 Sound 🗓 🧰 Waypathi Editor Objects 🛨 🧰 Cover Spot 🖃 🧰 Editor Only Objects Large\_CryoChamber\_PathfindTile Large\_Hologram\_PathfindTile -- 🧰 Large\_Pathfind\_Blocker M11\_silo\_elev1\_PathfindTile M11\_silo\_elev2\_PathfindTile M11\_silo\_elev3\_PathfindTile M11\_silo\_elev4\_PathfindTile --- 🧰 Medium\_Pathfind\_Blocker Nod\_Turret\_PathfindTile Small\_Hologram\_PathfindTile

Subject: Re: LVL Question

Posted by mrãçÄ·z on Sat, 15 Mar 2008 21:54:20 GMT

View Forum Message <> Reply to Message

Small\_Pathfind\_Blocker

How to remove them from the Map? (Serverside) just Deleting these Folders?

Subject: Re: LVL Question

Posted by Veyrdite on Sun, 16 Mar 2008 01:03:55 GMT

View Forum Message <> Reply to Message

To do that you need to go to the instances tab.

But you are probably talking about invisible meshes, in which I do not believe can be removed server side without the effect of someone "lagging" through them, plus the bug if you remove to many LE rashes when loading the level.

Subject: Re: LVL Question

Posted by Oblivion165 on Sun, 16 Mar 2008 01:10:44 GMT

View Forum Message <> Reply to Message

He doesn't say whether he is trying to add or remove a blocker..so meh.

Subject: Re: LVL Question

Posted by SSnipe on Sun, 16 Mar 2008 06:03:51 GMT

View Forum Message <> Reply to Message

i wanna edit reborn maps and some part si want to make it so units cant go...

Subject: Re: LVL Question

Posted by The Executor on Tue, 18 Mar 2008 16:05:50 GMT

View Forum Message <> Reply to Message

Then you would have to put up pathfind blockers so they can't find their waypath. (Like being lost in the woods without a flashlight when it is dark.)