
Subject: C&C Archipelago - Help Needed

Posted by [Anonymous](#) on Wed, 11 Dec 2002 10:59:00 GMT

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LevelEdit.I'll be making Hovercrafts useable for this map, since most of the map is water.I need something that blocks tanks (humm-vees, buggies, med tanks, light tanks.....) but that doesn't block the Hovercrafts. If I make a wall to collide with vehicles, it will also affect the hovercrafts, and we don't want tanks floating over the water, do we? Any ideas?Perhaps finish a map for a change, instead of continue to say you're almost finished with something and hype it up?Wait, that's right... You're not capable of finishing maps.Watch and see, yet another map he'll never finish.
