Subject: Ran into big problem...
Posted by piotrkol1 on Tue, 26 Dec 2006 03:54:27 GMT

So anyways I was makin a serverside version of M06. Above the mansion, I was makin a racetrack outta the large truck crates. It was all goin smoothly until I was about halfway done and decided to tst it in game to make sure it would fucntion well. So towards the end of it like all the crates were pushed together because I guess there is in invisble wall in the map but in level edit i could still move the boxes past it. Is there anyway I can continue to make this map?