Subject: Re: Ran into big problem...
Posted by Canadacdn on Tue, 26 Dec 2006 04:23:12 GMT

Yes, you can. In Leveledit, go to the "edit" menu and select "terrain selectable". Select where the invisible wall is and hit the delete key. Go to the edit menu and disable selectable terrain again. Save.

Keep in mind that you will now need the .ldd and .lsd files to play the map serverside now.