
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 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 138 times

