
Subject: Re: Invisible Lag Blocker? help lol
Posted by [reborn](#) on Mon, 28 Jul 2008 06:32:44 GMT
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I remember whilst I was figuring out how to get an AGT working using the map hourglass I placed the exterior model for the AGT on the map.

I did this by placing an existing preset there (I forget which preset I used, probably the gun ship or something), and then setting the model to whatever it's called (but you can do this in level edit too).

When I loaded the modified .mix file and joined the server, the AGT was nowhere to be seen, but when I walked past the area where it should of been I was blocked. I tried running into it, and I managed to get some part of the way past it, but I then warped back.

You could try and do something like that I guess.

If I was trying to do what you want, I would most likely create a zone on the map and attach a script to the zone.

If you write a script for the zone that on the ::Entered event gets the Vector3 position of the players Gameobject * then you could set there position just a little bit back on whatever axis is appropriate based on there current position.

Possibly giving them a message saying that the area they are trying to access is not allowed.

This would remove all the warping and look a bit nicer in my opinion.
