
Subject: Blocking projectiles server side

Posted by [Nightma12](#) on Sat, 20 Jun 2009 20:19:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heya,

Im trying to edit a map server side and entirely block off the bases.

Ive tried using both laser fenceing and the preset "large_blocker" (or something like that) which spawns a block shaped metal crate that ive been stacking to stop people from getting into the bases. This is visible client-side and stops pople from walking though, but they can still fire though.

I get this problem with the laser fencing too =/ You can fire though it.

Any idea how to stop this?
