
Subject: Re: Blocking projectiles server side
Posted by [Nightma12](#) on Sat, 20 Jun 2009 22:37:17 GMT
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there has GOT to be a better way than stacking 8 rows of laser fenceing up on top of each other in front of the bases on hourglass...

is there no way to make the large_blocker block projectiles? =/ takes like 10 seconds to pile up 8 rows of them
