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Subject: Re: Invinceable buildings

Posted by [Nightma12](#) on Wed, 22 Jul 2009 05:38:18 GMT

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YazooGang wrote on Tue, 21 July 2009 20:12 GoodOneDriver wrote on Tue, 21 July 2009

19:35 Ohh LOL He spelt it wrong bi thought he said invisible

But you spelled "wrong" wrong. Anyways, dont load the maps .lvl files. Make a new map and place its terrain. Then place the building controllers out side the bases. They shouldnt touch the building. That will make the building models not function but the building controllers will so you will buy chars and ect and use the win command at them. If you used LevelReEdit or download the maps lvl files, dont use them, it wont work there if you move the controllers, i dont know why tho. Hope this helped.

YAY extended areas in Nazi Zombies lol.

I deleted the building controller and placed it again

Thank you \*VERY\* much !!

I can do canyon now! and remove those damned lasers blocking the bases that make everyone lag ^\_^

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