
Subject: Re: Blocking infantry and vehicles from entering a zone server-side?

Posted by [sla.ro\(master\)](#) on Wed, 26 Apr 2017 16:04:47 GMT

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You can create large_blocker. You can add them from leveleditor, use just the ldd file (it's all server side), that's how my Mutant Co-Op mission maps are made.
