
Subject: Invisable barrier and some other questions.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:27:00 GMT
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I have been hard at work trying my mapping skills once again! but i am wondering...1. How do i make a barrier so you can see stuff around you but not be able to walk to it?2. how do i make the sun?3.how can i make little expolsions like c4 or nukes blow up in the background??a little help please!

Subject: Invisable barrier and some other questions.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:31:00 GMT
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1. How do i make a barrier so you can see stuff around you but not be able to walk to it?Just create a plane and hit "hide" for it's W3D options.2. how do i make the sun?It's already there in the Level Editor...3.how can i make little expolsions like c4 or nukes blow up in the background??Don't understand what you're asking.

Subject: Invisable barrier and some other questions.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:45:00 GMT
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i mean like see like nukes and bombs going off where you can get to...

Subject: Invisable barrier and some other questions.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 14:50:00 GMT
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he means, off in the distance, like backround noise. but you can see nukes going off over the hills. I suggest you do not do this. it will lead to lag problems, i garantee.

Subject: Invisable barrier and some other questions.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:01:00 GMT
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ok then

Subject: Invisable barrier and some other questions.
Posted by [Anonymous](#) on Fri, 11 Oct 2002 15:34:00 GMT
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Another Question!!! i changed my mind i want it raining... how do i make it so?

Subject: Invisable barrier and some other questions.

Posted by [Anonymous](#) on Sat, 12 Oct 2002 02:33:00 GMT

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LevelEdit, one of the pull down menus, I think its EDIT and at the bottom is map settings or something like that, click that and you can change the weather and time of day and all that stuff. (I know that didnt help much but its on a LevelEdit pull down menu)
