
Subject: Tweaking WW maps slightly

Posted by [Spoony_old](#) on Thu, 19 May 2005 17:58:50 GMT

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

I have a project I want to start work on but have absolutely no idea where to start.

I want to add blockers onto a few areas on a default Westwood map. I don't really care whether they look presentable, just so that they stop a person going into a particular tunnel, for example.

How would I go about this?

Subject: Tweaking WW maps slightly

Posted by [Aircraftkiller](#) on Thu, 19 May 2005 19:32:07 GMT

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

Not every opening with a corridor is a tunnel.

Subject: Tweaking WW maps slightly

Posted by [danpaul88](#) on Thu, 19 May 2005 21:28:54 GMT

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

simple solution...an invisible mesh over the entrance in question with collision options set (either physical to stop characters and vehicles, or vehicles to stop only vehicles)
