
Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 09:55:00 GMT

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Hey,Got a Problem with CnC Unholy Ground. How do I make the Invisible Ceiling?

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:03:00 GMT

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<http://www.cnchq.com/mapmaking/blocking.php>

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 11:33:00 GMT

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In the W3d options, select hide.

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 11:40:00 GMT

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I think that tutorial explains that [January 03, 2003, 14:16: Message edited by: Beanyhead]

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 13:43:00 GMT

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Don't check hide for the whole thing, just your barriers; also, make sure your collision stuff is on.

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:48:00 GMT

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quote:Originally posted by Beanyhead:Don't check hide for the whole thing, just your barriers; also, make sure your collision stuff is on.I did, the barriers are the only ones that are hidden. and I do Have my collisions set. but When I Enter Commando and Import the Terrain, everything is missing? all I can see is the Sun (lol). I try using Free Walk Mode and I land on Nothing. then I continually fall. [January 03, 2003, 17:49: Message edited by: Griever89]

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:28:00 GMT

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heres a pic of what happens ProblemsAny Suggestions? [January 03, 2003, 19:33: Message edited by: Griever89]

Subject: Level Barrier

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:34:00 GMT

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You sure that you didn't make it hide your regular terrian also?

Subject: Level Barrier

Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:30:00 GMT

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quote:Originally posted by Beanyhead:I think that tutorial explains that It does, Except for one thing.I cannot enter my level in Commando because of these barriers. When I load the W3D file in Level Edit, it appears to be just a Wide Open Blue Space with absolutely No Terrain. and I fall endlessly. I Exported the Gmax model as a Renegade Terrain.

Subject: Level Barrier

Posted by [Anonymous](#) on Sat, 04 Jan 2003 14:56:00 GMT

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quote:Originally posted by Beanyhead:You sure that you didn't make it hide your regular terrian also? Yes, I am very sure.I made 2 barriers. 1 on the ring before the edge of the level for Aircraft, and onc inside the ring for infantry
