
Subject: Invisable walls

Posted by [Gen_Blacky](#) on Sun, 04 Feb 2007 01:20:29 GMT

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

how do u make invisible walls

Subject: Re: Invisable walls

Posted by [Blazea58](#) on Sun, 04 Feb 2007 01:25:38 GMT

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

If your talking from Gmax point of view you just go into the W3d tools, which is the icon that has the hammer on it, then enable hide, 2 sided and all the collision settings.

I am not sure what object or script you would use if it was done soley in level edit on the other hand.

Subject: Re: Invisable walls

Posted by [SeargentSarg](#) on Sun, 04 Feb 2007 01:40:59 GMT

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

y

u want h4x

k u h4xz0r

go die

Thanks.

Subject: Re: Invisable walls

Posted by [Ryu](#) on Sun, 04 Feb 2007 01:42:23 GMT

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

Tbh Iv'e seen a few maps with invisible walls, Maybe he was making a map with the purpose of invisible walls?

Subject: Re: Invisable walls

Posted by [nopol10](#) on Sun, 04 Feb 2007 01:48:13 GMT

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

SeargentSarg wrote on Sun, 04 February 2007 09:40y

u want h4x

k u h4xz0r

go die

Thanks.

You shouldn't criticize without knowing what he wants to do.

Subject: Re: Invisable walls

Posted by [SeargentSarg](#) on Sun, 04 Feb 2007 01:50:36 GMT

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

Well, seeing it as how invisible walls are commonly known as "cheats" or "hacks" I would say he is looking for them.. Well, atleast in my own opinion.

Subject: Re: Invisable walls

Posted by [Gen_Blacky](#) on Sun, 04 Feb 2007 02:01:12 GMT

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

invisable walls for flying vecs

Subject: Re: Invisable walls

Posted by [Gen_Blacky](#) on Sun, 04 Feb 2007 02:05:57 GMT

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

Imao think im making hacks

Subject: Re: Invisable walls

Posted by [nopol10](#) on Sun, 04 Feb 2007 02:12:25 GMT

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

Remember the edit button.

Subject: Re: Invisable walls

Posted by [Cpo64](#) on Sun, 04 Feb 2007 05:50:33 GMT

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

Create your object, go into w3d settings and select "hide" and "physical" if you want it to block

both characters and vehicles, if you want it to only block vehicles un-check physical and check "vehicle"

Make sure the front side of the face, is facing towards the direction that vehicles will hit it, otherwise, they will get stuck in it.

File Attachments

1) [renx.png](#), downloaded 331 times



Subject: Re: Invisable walls

Posted by [Gen_Blacky](#) on Sun, 04 Feb 2007 07:43:28 GMT

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

kk ty
