
Subject: Invisible blockers

Posted by [Gen_Blacky](#) on Mon, 21 Jan 2008 17:36:17 GMT

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what presets are invisible that i can use for blockers for server side.

Subject: Re: Invisible blockers

Posted by [mr£ÄŞÄ-z](#) on Mon, 21 Jan 2008 17:58:57 GMT

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create a object and attach the script "obelisk_weapon_dls" or something.

Subject: Re: Invisible blockers

Posted by [Veyrdite](#) on Wed, 23 Jan 2008 09:47:54 GMT

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Objects-->Simple-->Large_Blocker (the presets under it, or attach MX0_obelisk_weapon_DLS to the large_blocker itself)

Objects-->Simple-->Mission_Specific There is a large assortment of "placeholders" which are simply invisible blockers.

Subject: Re: Invisible blockers

Posted by [Gen_Blacky](#) on Wed, 23 Jan 2008 22:32:27 GMT

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it doesn't work server side ?

i added to laser fence and they where invisible on lan but not multiplayer/serverside

Subject: Re: Invisible blockers

Posted by [mr£ÄŞÄ-z](#) on Wed, 23 Jan 2008 22:54:43 GMT

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Large_Blocker cant block gun fires. Ehmm i think if you add the obelisk script you can go throught the objects :/
