

---

Subject: LVL Question

Posted by [\\_SSnipe\\_](#) on Sat, 15 Mar 2008 06:23:30 GMT

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

---

1) What in level edit is invisible ingame but blocks units and tanks from passing or going in it?  
kinda like a invisible block that ingame u cant see or cant walk though it

---

---

Subject: Re: LVL Question

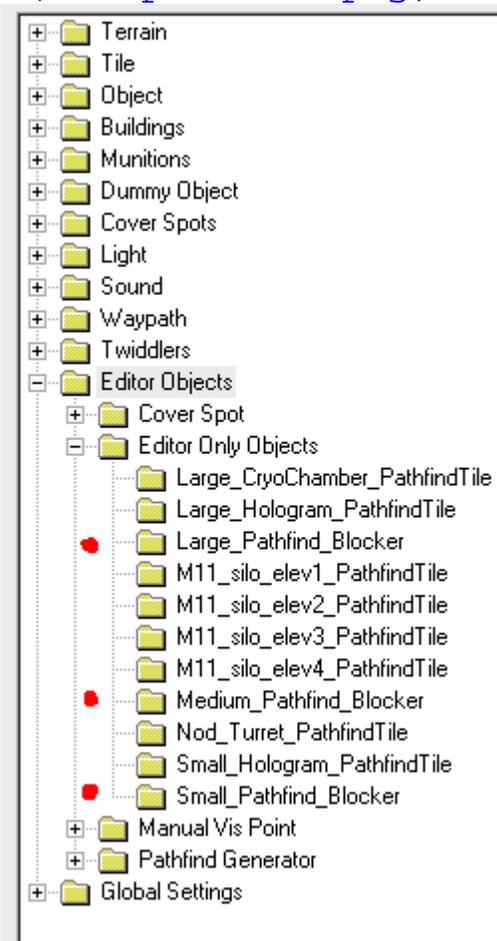
Posted by [Oblivion165](#) on Sat, 15 Mar 2008 07:41:39 GMT

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

---

## File Attachments

1) [Clipboard01.png](#), downloaded 488 times



---

Subject: Re: LVL Question

Posted by [mrÅ£ÅŠÄ-z](#) on Sat, 15 Mar 2008 21:54:20 GMT

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

---

How to remove them from the Map ? (Serverside) just Deleting these Folders ?

---

---

Subject: Re: LVL Question  
Posted by [Veyrdite](#) on Sun, 16 Mar 2008 01:03:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

To do that you need to go to the instances tab.  
But you are probably talking about invisible meshes, in which I do not believe can be removed server side without the effect of someone "lagging" through them, plus the bug if you remove to many LE rashes when loading the level.

---

---

Subject: Re: LVL Question  
Posted by [Oblivion165](#) on Sun, 16 Mar 2008 01:10:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

He doesn't say whether he is trying to add or remove a blocker.:so meh.

---

---

Subject: Re: LVL Question  
Posted by [\\_SSnipe\\_](#) on Sun, 16 Mar 2008 06:03:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i wanna edit reborn maps and some part si want to make it so units cant go...

---

---

Subject: Re: LVL Question  
Posted by [The Executor](#) on Tue, 18 Mar 2008 16:05:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Then you would have to put up pathfind blockers so they can't find their waypath. (Like being lost in the woods without a flashlight when it is dark.)

---