
Subject: Invisible Lag Blocker? help lol
Posted by [Xpert](#) on Sun, 27 Jul 2008 22:14:41 GMT
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Okay, I don't know what to call it so I'll just explain it.

I'm trying to figure out how to make some sort of invisible blocker and everytime you walk towards it, you get pushed back as if you were lagging. Everytime you would approach a specific spot, it won't let you go through it and it pushes you back.

I hope that's a good explanation lol.

Subject: Re: Invisible Lag Blocker? help lol
Posted by [cnc95fan](#) on Sun, 27 Jul 2008 22:23:41 GMT
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Try and animate a invisible box that keeps going back and forth from location x.

Subject: Re: Invisible Lag Blocker? help lol
Posted by [BlueThen](#) on Sun, 27 Jul 2008 22:25:48 GMT
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Large_Blocker?

Why does it have to lag?

Subject: Re: Invisible Lag Blocker? help lol
Posted by [Xpert](#) on Mon, 28 Jul 2008 04:13:52 GMT
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I'm not saying it lags. I'm saying it's some sort of lag type. You would walk into it but it would keep pushing you back as if you were lagging.

Subject: Re: Invisible Lag Blocker? help lol
Posted by [reborn](#) on Mon, 28 Jul 2008 06:32:44 GMT
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I remember whilst I was figuring out how to get an AGT working using the map hourglass I placed the exterior model for the AGT on the map.

I did this by placing an existing preset there (I forget which preset I used, probably the gun ship or something), and then setting the model to whatever it's called (but you can do this in level edit too).

When I loaded the modified .mix file and joined the server, the AGT was nowhere to be seen, but when I walked past the area where it should of been I was blocked. I tried running into it, and I managed to get some part of the way past it, but I then warped back.
You could try and do something like that I guess.

If I was trying to do what you want, I would most likely create a zone on the map and attach a script to the zone.

If you write a script for the zone that on the ::Entered event gets the Vector3 position of the players Gameobject * then you could set there position just a little bit back on whatever axis is appropriate based on there current position.

Possibly giving them a message saying that the area they are trying to access is not allowed.

This would remove all the warping and look a bit nicer in my opinion.

Subject: Re: Invisible Lag Blocker? help lol
Posted by [DrasticDR](#) on Tue, 29 Jul 2008 11:28:34 GMT
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These motherfuckers are lag blockers.
