
Subject: Vehicle_Blocker Object Appears For Client
Posted by [Sanada78](#) on Sat, 09 Aug 2003 03:43:38 GMT

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I just tested my map online as a client and found that all the "Vehicle_Blocker" objects were visible. When I tested it in one player LAN they were invisible. I have the "IsHiddenObject" box checked. is there a way I can fix this or is it best I just place blockers while in RenX?

Subject: Vehicle_Blocker Object Appears For Client
Posted by [YSLMuffins](#) on Sat, 09 Aug 2003 05:27:35 GMT

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Just use the Hide w3d option. And the best way to place blockers is in Renx.

Subject: Vehicle_Blocker Object Appears For Client
Posted by [laeubi](#) on Sat, 09 Aug 2003 07:09:28 GMT

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YSLMuffinsJust use the Hide w3d option. And the best way to place blockers is in Renx.
I msut disagree.
Vehicle Blockers in COmmando are only for Pathfinding...the donot block vehicles ingame.

Subject: Vehicle_Blocker Object Appears For Client
Posted by [maytridy](#) on Sat, 09 Aug 2003 12:51:12 GMT

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Quote:I just tested my map online as a client and found that all the "Vehicle_Blocker" objects were visible. When I tested it in one player LAN they were invisible. I have the "IsHiddenObject" box checked. is there a way I can fix this or is it best I just place blockers while in RenX?

C&C_Oasis, right? Because me and my friend were playing it the other day on WOL, (We were both on the same network at my house) and the boxes were visible on my computer, but not on his.

Subject: Vehicle_Blocker Object Appears For Client
Posted by [PsycoArmy](#) on Sat, 09 Aug 2003 12:56:12 GMT

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nah the vehicle blockers are used lots to block vehicles...
have you tried replacing thme saving again adn try again?

Subject: Vehicle_Blocker Object Appears For Client
Posted by [Sanada78](#) on Sat, 09 Aug 2003 15:20:06 GMT
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Well I guess I'll just scrap the vehicle blockers I placed in Commando and create them in RenX.
They did block vehicles but became visible to the clients.
