## Subject: Re: Level edit problem
Posted by SWNight on Mon, 27 Aug 2007 16:24:42 GMT

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MathK1LL wrote on Mon, 27 August 2007 09:48IronWarrior wrote on Mon, 27 August 2007 07:20Have you made the walls stealth?


Objects cannot be made stealth via LE.. Scripts, yes; LE, no. (Unless you have a "Toggle_Stealth" zone - but that'd only turn inf and maybe vehs stealth. ^,^)


-MathK1LL

They wouldn't go stealth anyway