Subject: Re: Invisible blockers
Posted by Veyrdite on Wed, 23 Jan 2008 09:47:54 GMT

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.