
Subject: Fences

Posted by [PunkeD](#) on Tue, 23 Jan 2007 09:48:00 GMT

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

Can someone add fences on certain maps so there unable to loop etc? if so can you add them to Islands tunnels in feild and front of base, complex the tunnels, feild on the hill in tunnel so you cant go into feild if someone could please do that it would be great thanks alot PunkeD

Subject: Re: Fences

Posted by [nopol10](#) on Tue, 23 Jan 2007 10:45:40 GMT

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

What do you mean by loop?

Subject: Re: Fences

Posted by [PunkeD](#) on Tue, 23 Jan 2007 11:01:50 GMT

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

By walking around and killing someone from behind

Subject: Re: Fences

Posted by [Jerad2142](#) on Tue, 23 Jan 2007 14:15:31 GMT

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

Do you mean like take a tunnel and come up behind someone standing in the field?

Subject: Re: Fences

Posted by [PunkeD](#) on Tue, 23 Jan 2007 14:37:21 GMT

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

Yes say for example on Islands where you walk into the feild and loop someone from behind i want the tunnels blocked off here is a slight screenshot that is the red fence i want to be used to block off tunnels

File Attachments

1) [ss.JPG](#), downloaded 529 times



Subject: Re: Fences

Posted by [Zion](#) on Tue, 23 Jan 2007 15:23:32 GMT

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

This is done in level edit.

Objects > Simple > Simple_DSAPO_Versions > Simple_Sydney_StandM_Wall

Load the .lvl file from the map first, they can be found on Westwoods FTP here.

Subject: Re: Fences

Posted by [reborn](#) on Tue, 23 Jan 2007 16:41:38 GMT

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

You will need to place two of them, as they act like one way mirros for bullets.

Subject: Re: Fences

Posted by [PunkeD](#) on Tue, 23 Jan 2007 16:48:22 GMT

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

Can someone make them for me

Subject: Re: Fences

Posted by [Zion](#) on Tue, 23 Jan 2007 19:12:24 GMT

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

Just select the preset and click the "Make" button, then move around on your map. Simple as that.
