
Subject: LVL Question

Posted by [_SSnipe_](#) on Sat, 15 Mar 2008 06:23:30 GMT

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

1) What in level edit is invisible ingame but blocks units and tanks from passing or going in it?
kinda like a invisible block that ingame u cant see or cant walk though it

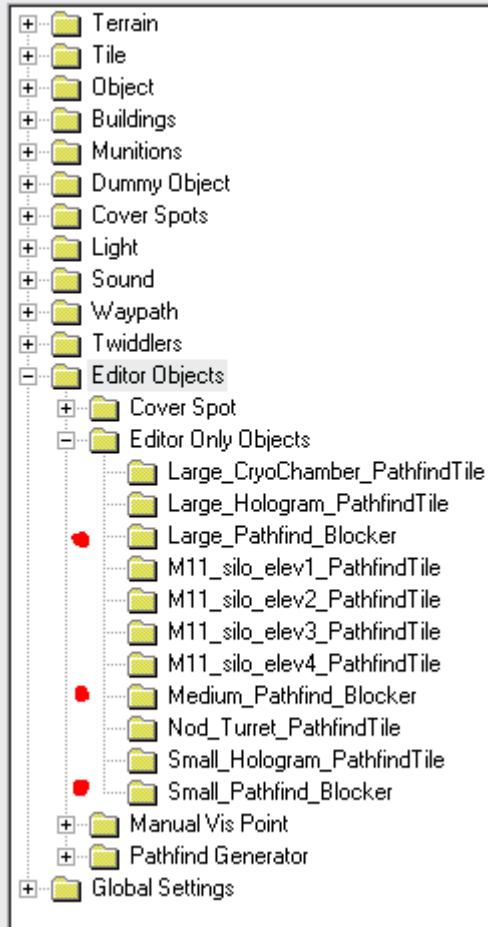
Subject: Re: LVL Question

Posted by [Oblivion165](#) on Sat, 15 Mar 2008 07:41:39 GMT

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

File Attachments

1) [Clipboard01.png](#), downloaded 405 times



Subject: Re: LVL Question

Posted by [mrÅ£ÅŞÄ·z](#) on Sat, 15 Mar 2008 21:54:20 GMT

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

How to remove them from the Map ? (Serverside) just Deleting these Folders ?

Subject: Re: LVL Question

Posted by [Veyrdite](#) on Sun, 16 Mar 2008 01:03:55 GMT

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

To do that you need to go to the instances tab.

But you are probably talking about invisible meshes, in which I do not believe can be removed server side without the effect of someone "lagging" through them, plus the bug if you remove too many LE rashes when loading the level.

Subject: Re: LVL Question

Posted by [Oblivion165](#) on Sun, 16 Mar 2008 01:10:44 GMT

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

He doesn't say whether he is trying to add or remove a blocker..so meh.

Subject: Re: LVL Question

Posted by [_SSnipe_](#) on Sun, 16 Mar 2008 06:03:51 GMT

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

i wanna edit reborn maps and some part si want to make it so units cant go...

Subject: Re: LVL Question

Posted by [The Executor](#) on Tue, 18 Mar 2008 16:05:50 GMT

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

Then you would have to put up pathfind blockers so they can't find their waypath. (Like being lost in the woods without a flashlight when it is dark.)
