
Subject: Blocking infantry and vehicles from entering a zone server-side?

Posted by [iRANian](#) on Sun, 23 Apr 2017 08:16:02 GMT

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Is this possible? I want to create a plugin so I can add zones to prevent infantry and vehicles from entering spots they're not supposed to be in.

Subject: Re: Blocking infantry and vehicles from entering a zone server-side?

Posted by [sla.ro\(master\)](#) on Wed, 26 Apr 2017 16:04:47 GMT

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You can create large_blocker. You can add them from leveeditor, use just the ldd file (it's all server side), that's how my Mutant Co-Op mission maps are made.

Subject: Re: Blocking infantry and vehicles from entering a zone server-side?

Posted by [iRANian](#) on Wed, 26 Apr 2017 16:19:24 GMT

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I want to make it a server-side plugin for SSGM or Dragonade.

Subject: Re: Blocking infantry and vehicles from entering a zone server-side?

Posted by [dblanky1](#) on Wed, 26 Apr 2017 16:57:04 GMT

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Spawning the laser blockers and setting them as not visible would work. Additionally you can make it use DEFAULT_AND_SOLDIER_ONLY_COLLISION_GROUP so it doesn't collide with bullets.

Subject: Re: Blocking infantry and vehicles from entering a zone server-side?

Posted by [iRANian](#) on Wed, 26 Apr 2017 17:40:34 GMT

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How do I do this with code...and I want infantry only blockers and vehicle flying/non-flying blockers. Is that possible with invisible blockers?
