Subject: I've made my first map but when I play it...
Posted by Anonymous on Mon, 02 Dec 2002 14:08:00 GMT

Dante is right though, you won't get satisfactory results if you are trying to do this quickly. Cut the patches from the buildings setup file and merge them into yours. Delete the faces beneath your buildings, put their corresponding shape there, attach them, and weld the vertices. Raising your buildings will look bad, and at a distance they will be calculated by the engine as being he same highth, causing the flickering.