

---

Subject: I've made my first map but when I play it...  
Posted by [Anonymous](#) on Tue, 03 Dec 2002 00:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

They are too low to the outside terrain. I just move them up a little bit, like 0.01 on the Z axis. That way they aren't on the floor, but they're low enough not to be notice in the game.

---