
Subject: -= TUTORIAL: How Do I Make A C&C Mode Map? -=

Posted by [Anonymous](#) on Wed, 26 Jun 2002 17:22:00 GMT

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Good info, although I'd like to point out a few things. Keep in mind these tips are for more serious map makers. You should never select the VIS collision option unless you are serious about getting VIS working. Doing it incorrectly in RenX will be a waste of time. You must make individual hidden, one polygon meshes and select the VIS collision option. In other words, you could clone each individual polygon from each of your plains (or anywhere the camera [ie, any infantry/vehicle] can move). To see what I'm saying, open the mp_hourglass gmax scene and ungroup the VIS group. If you want to be more professional, delete the terrain that is directly under the buildings (you can't see them anyway) and move the vertexes to the edges of the buildings. You can see examples in the buildings-setup gmax scene. I've found that you do not need to make a waypoint from the war factory/airstrip to the tiberium field to get the harvester to begin its routine. Just make sure you generate the path solve sectors and there's a waypath from the tiberium field to the refinery. You should compute the vertex solve before generating the VIS data. Doing it after could disrupt the VIS data and downgrade the FPS during crunch times. Other than that - great tutorial! [June 26, 2002, 17:23: Message edited by: YSLMuffins]
