Whew.. I'm glad to see that I'm not alone. I'm on my third map attempt, but I doubt I'll finish it.. just like my first two. Gmax runs fine for me, but it has way too many features/options for designing game maps. I still can't figure out how to create tunnels, even after looking through posts about it on here. The biggest problem I have is with object suddenly becoming non-selectable in a view. I can see it and select it in other views, but can't select it in one of the views. Texturing bugged me at first, but it's making more sense now. I would recommend a minimum of 512MB for doing a lot of work in Gmax. It runs much nicer than when I only had 256. Sometimes I have Gmax, Commando, and Renegade itself running at all once. Still get decent FPS in the game, too.My biggest gripe is with the Commando Editor and getting the files from Gmax to Commando. I can't count the times that Commando simply refuses to open the terrain file without crashing. Other times (for vehicles), it claims that the worldbox object doesn't exist yet I specifically made sure that it does and I can see it around the vehicle. It's linked and everything.This current map I'm working on is my last shot. It's considerably simpler is design than my last two, so maybe I'll be able to at least get to a point where I can drive around on it. Sigh.. map making for Renegade just seems so excessively complicated compared to the overall results. I hope other games aren't like this. Where's Renegade Tycoon at??   [May 17, 2002: Message edited by: kubi0461][May 17, 2002: Message edited by: kubi0461]