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Subject: Renegade Tutorial.gmax Problems - Pics included

Posted by [Anonymous](#) on Sat, 27 Apr 2002 12:05:00 GMT

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Yeah, you will notice that the footblock in front of the AGT is not level with the ground as well (floating). I usually just remove all that stuff (footblocks and barb wire). For the most part, I am just using that map template to practice making maps (terrain, texturing, alpha blending, etc.), but we will all have to wait until WW releases the levels (without the bugs, and with the missing details of how to do certain things), before we can get the results we are looking for.

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