
Subject: CP 2 Maps (again =D)

Posted by [zunnie](#) on Fri, 01 Apr 2005 14:07:04 GMT

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To make a well balanced, good textured, lighted map will take a while for Renegade.

Mainly because the terrain and things are done in gMax which takes the most time consuming for stuff to do, creating vissectors, texturing things, shaping areas, creating tunnels, setting collision on specific areas/terrain, exporting w3d for use in LE, setting up the entire map as an AOW map, add buildings spawners, waypoints, visdata, pathfinding, tiles, trees, barrels... etc etc..

This all together --including testing-- will take at least a month or so.

Off topic:

I havent made any maps myself (yet) but im thinking of doing it, i know how most of the things work (i think) and Laeubi website is a great help with this as well as these forums where alot of people input information about mapping, texturing etc.

some good links:

http://cncden.com/ren_map_tutorial.shtml

<http://renhelp.laeubi-soft.de/index.php?tut=0>

<http://renhelp.co.uk/?tut=8>
