
Subject: Ramps for Con Yards

Posted by [NeoSaber](#) on Thu, 22 May 2003 03:17:28 GMT

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AircraftkillerI wouldn't say you actually remodeled it... Just removed a floor.

I advise you to make a new preset called mgcon_int_n or something similar... Using mgcon_int will be a problem because the Construction Yards I use in all of my maps are modified with a ramp instead of an elevator headed downward. No, it isn't SGT. May's fucked up ramp, but a new one I cut into the floor and made for it.

If you want to use those interiors, go for it... You can grab all the necessary files from my Basin map, just credit me for the ramp. That thing took quite a while to install.

Well, it's a little more than just removing a floor. Not much more though. I had to move the PTs and MCT to the upper floor and I moved some of the construction materials up to the upper floor as well. Lining up the MCT with its aggregates was a pain.

I named the interior mgcon_int_ns to avoid the problem you mentioned. When I was originally working on it, I called it mgcon_int, and Level Edit kept using your interior. Renegade must like you better.

If I decide to go back to two floors, I'll go with your interior. My concern with the two floors is difficulty for players to C4 the MCT. Only testing will figure out which way is better. Of course, with the time I take to make a map, it'll be at least a month before I get that far...
