
Subject: Racetrack map problem again...HELP PLZ!!!
Posted by [piotrkol1](#) on Wed, 13 Jun 2007 20:31:34 GMT
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Well as the topic says I am having another problem with my race track maps I am making for my server side singleplayer maps. I am using M10 for this particular map. The main track is located a pretty good distance outside of the map/terrain while the spawn points are in the map and then there are teleports out to the track. So theres nothing wrong with the spawnppoints but when you teleport to that track everything is all screwed up!!! All of the crate boxes that make up the track are all out of position and smushed togher so its all very glitchy and you can't barely even move. I know that Kamuix(I think it was him) used to have a racetrack map for M06 and it was outside the map so I'd really like to know the secret and how to make these work! I've had to redo the racetrack map many times and I am always getting problem. Can someone please help me? Thanks!!!!!!!
