
Subject: Re: Map Making Questions

Posted by [R315r4z0r](#) on Sun, 22 Jul 2007 15:03:23 GMT

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joe937465 wrote on Sun, 22 July 2007 04:23

1) where can i find the building models that when they die they like turn into rubble (like the ones in tiberium redux or something)

These were available at CnC Source.com, but the download section is, and has been for a while now, off line. Perhaps ask someone for the files on the forum?

Quote:

2) find some relastic texture files (i already got all from renhelp but some i need others)

You can try the textures that APB uses. They gave a link to download them.

<http://www.game-maps.net/index.php?action=file&id=656>

Quote:

3)now this wonders me i se u make the terrain in gmax but why do i see soem videos telling u to make it in lvl edit?

You can make terrain in both Gmax/3Ds Max, and in Level Editor.

As said above, you can make better terrain using Gmax/lvl edit, but when you use lvl edit, the terrain may end up more visually appealing. (Not as jagged and ugly curves)
