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Subject: Re: Mapper needed!

Posted by [Gen\\_Blacky](#) on Fri, 19 Sep 2008 21:39:25 GMT

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Jerad Gray wrote on Fri, 19 September 2008 11:08Gen\_Blacky wrote on Fri, 19 September 2008 08:32it would be easier to start the map from scratch you would just have to readd all the pts and spawners and waypaths and evrything else.

light nodes, harvester zones, spawners, beacon zones, beacon pedestals, purchase objects, set the sky and other environment settings, make sure that the harvesters harvesting time is about the same for both teams, and finally, replace any other objects that are not automatically placed onto the map.

Yeah, that definitely is easier then just using level reedit and making adjustments to anything thats not working correctly...

it is to me level reedit always fucks up stuff and this is the popper way to do it.

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