
Subject: Re: [Map] - C&C_Hourglass_Flying_BETA
Posted by [Titan1x77](#) on Wed, 14 Jan 2009 16:10:19 GMT
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The dirt problem could be solved if you rename it, currently its dirt.tga, renegade reads from other .mix files and its possible someone used dirt.tga before.

Might want to consider making the barrels part of the terrain.

Collision problems as said, clone the windows of the HON and set them as vehicle blockers.

IM unsure on the kill zones, I thought APB had a disable beacon script of some sorts. Also, especially with a flying map it will look a lot better if you weld or snap the buildings into the terrain instead of placing them on top. This improves VIS also!
