
Subject: Making a new map

Posted by [Reaver11](#) on Tue, 01 Sep 2009 12:57:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Currently I'm working on a small map which is close to getting released only I have a few small problems.

The map ->

Toggle Spoiler

Thing is how do I get buildings perfectly rigged in the ground for the bar its easy but what for the rest? I remember someone made a tutorial about it but I cant find it on Renegadehelp.

Next thing is I dont really have a name for it but currently I call it C&C_Trainbridge. The middle bridge you see will have a train driving over it only Im unsure which is the best way to rig it?

Since I could make it a way path and give it engine sounds or should I make it into an animation? Tbh I never added any sounds to animations so how would I do that?

A pic of the loc (stillunderconstruction) ->

Toggle Spoiler
