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Subject: Re: Making a new map

Posted by [GEORGE ZIMMER](#) on Wed, 02 Sep 2009 05:38:19 GMT

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Yeah, usually you want to make the holes beforehand then snap the vertexes to the buildings.

A tip, I suggest rounding out the edges of the cliffsides a bit, maybe putting a few backdrops around for scenery to make it less boring looking. It wouldn't hurt to throw a few bits of grass around, either. Not as though this map will heavy on the FPS, might aswell make it look good.

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