
Subject: Re: Making a new map
Posted by [Reaver11](#) on Wed, 02 Sep 2009 18:29:30 GMT
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ty.

If I am correct the extra ground for buildings (like that concrete for the bar)is located in the buildings.zip. I could use those to make a booleanobject to cut the holes. I'm also gona patch the map some mountains will get a better shape and rounded edges
