
Subject: Re: Making a Map and needs helps
Posted by [trunkskgb](#) on Tue, 01 Dec 2009 20:27:27 GMT
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Let's get back to basics here. Forget Level Edit. I'm still in Gmax atm.

I found out how to add more segments, thus making more vertices for more control on adjusting the geometry on hill and mountains.

My map will consist of a river, possibly a river which runs underneath a mountain like in "Deth River". I will need infantry ramps, either like the steps in "City Flying", or the big ramp in "Pacific." I will need hedgehogs, waterfalls, rocks, trees, structures.

Is all the above done in Gmax or Level Edit?

Or, which is created where?
