
Subject: Re: Need help with a map
Posted by [Reaver11](#) on Tue, 22 Dec 2009 15:25:36 GMT
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I'm drilling the holes for the buildings.
Something like wf and bar is easy.
Only my adv pp is giving me a headache.

I'm working with the buildings in Renx.
I did the terrain in 3ds9.
Only I didnt get the plugin for it to work so I ported the terrain to Renx and added the buildings there.
I will check if connect works in Renx.

I'm still wondering how to add the vis sectors?
I have looked inside hourglas thats comes with leveleditor.
Is it correct that I have to take the base plane where you drive and walk etc? And clone it and give it the vis and hide settings/lower it a bit under the original terrain?
