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Subject: noob to map making

Posted by [Punch-CounterPunch](#) on Sat, 27 Sep 2003 19:42:35 GMT

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ok heres a fun little ditti

this is a hut i tried to design i'd like to put PT's and MCT inside to make this hut a Barracks / power / Tib

(3 different huts)

do i do this inside renegade editor via placement of PT etc etc (make the map with the hut inplace) or do i do it via import w3d as building and position them on the map?

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