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Subject: 2d Tileset's

Posted by [IRON FART](#) on Mon, 08 Mar 2004 23:12:41 GMT

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If you are gonna make an RTS map out of one of the standard maps, it won't work well.

But as you mentioned switching between two tilesets, that can be done.

Just find the dimensions of the map in question, make a grid, and plot everything accordingly.

Use a top down view from level edit or w3d viewer for reference, but remember that a top down view in a 3d application will show it in perspective.

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