
Subject: Problem with peoples maps

Posted by [Anonymous](#) on Tue, 23 Apr 2002 13:12:00 GMT

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Well, everytime I attempt to play a map I get.... THIS, all I do is fall to my death.

Subject: Problem with peoples maps

Posted by [Anonymous](#) on Tue, 23 Apr 2002 13:49:00 GMT

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Do you have the patch yet?

Subject: Problem with peoples maps

Posted by [Anonymous](#) on Tue, 23 Apr 2002 13:51:00 GMT

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Yeah, I'm PRETTY D4MN SURE HE DOES. Sheesh, what a stupid question to ask someone...I get the exact same problem, falling to my death over and over in-game on the multiplayer practice.

Subject: Problem with peoples maps

Posted by [Anonymous](#) on Tue, 23 Apr 2002 13:57:00 GMT

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quote:Originally posted by Zooming1:Do you have the patch yet?... wtf are you smoking...

Subject: Problem with peoples maps

Posted by [Anonymous](#) on Tue, 23 Apr 2002 14:00:00 GMT

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Either the spawn points are wrong or the terrain was not made collidable. First version of my map every thing fell through the ground I made because I didn't set the collision options to vehicle, projectile, etc(far right tab on right side menu, select the w3d options).

Subject: Problem with peoples maps

Posted by [Anonymous](#) on Tue, 23 Apr 2002 14:30:00 GMT

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ok, I just got that deathmatch mod to work, and hell, that is fun as hell. Just a little laggy as he stated, but **** is it fun. Hard too since a keep running into havocs with their **** ramjets (more than one at a time sometimes).All it needs is ammo spawns that are not linked to the other

spawns (other words, have ammo spawn in their own spots, possible that you should do health/armor the same if you can as well)
