Subject: I've made my first map but when I play it...
Posted by Anonymous on Mon, 02 Dec 2002 11:58:00 GMT
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... I almost have a siesure becuase inside the buildings, the floors. They are flashing. It's way too time consuming to cut a hole in the plain. What should I do?

Subject: I've made my first map but when I play it...
Posted by Anonymous on Mon, 02 Dec 2002 13:27:00 GMT
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quote:Originally posted by Dante: quote:Originally posted by dead4ayear2:... I almost have a siesure becuase inside the buildings, the floors. They are flashing. It's way too time consuming to cut a hole in the plain. What should I do?don't complain about the results of being lazy... and fix it, that's what you should do...I think he just doesn't know what to do Dante, be nice.

Subject: I've made my first map but when I play it...
Posted by Anonymous on Mon, 02 Dec 2002 14:08:00 GMT
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Dante is right though, you won't get satisfactory results if you are trying to do this quickly. Cut the patches from the buildings setup file and merge them into yours. Delete the faces beneath your buildings, put their corresponding shape there, attach them, and weld the vertices. Raising your buildings will look bad, and at a distance they will be calculated by the engine as being he same highth, causing the flickering.

Subject: I've made my first map but when I play it...
Posted by Anonymous on Mon, 02 Dec 2002 15:42:00 GMT
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It doens't look bad at all when you raise the buildings up by 0.1. It works too. and I'm not lazy! You would do the same thing if you knew you would have to re-lay the entire plain in a more complex way just to put the buildings on!

Subject: I've made my first map but when I play it...
Posted by Anonymous on Tue, 03 Dec 2002 00:09:00 GMT
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They are too low to the outside terrain. I just move them up a little bit, like 0.01 on the Z axis. That way they aren't on the floor, but they're low enough not to be notice in the game.

Subject: I've made my first map but when I play it...
Posted by Anonymous on Tue, 03 Dec 2002 00:41:00 GMT
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quote:Originally posted by dead4ayear2:... I almost have a siesure becuase inside the buildings, the floors. They are flashing. It's way too time consuming to cut a hole in the plain. What should I do?don't complain about the results of being lazy... and fix it, that's what you should do...