
Subject: Making a new map

Posted by [Reaver11](#) on Tue, 01 Sep 2009 12:57:07 GMT

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Currently I'm working on a small map which is close to getting released only I have a few small problems.

The map ->

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Thing is how do I get buildings perfectly rigged in the ground for the bar its easy but what for the rest? I remember someone made a tutorial about it but I cant find it on Renegadehelp.

Next thing is I dont really have a name for it but currently I call it C&C_Trainbridge. The middle bridge you see will have a train driving over it only Im unsure which is the best way to rig it?

Since I could make it a way path and give it engine sounds or should I make it into an animation? Tbh I never added any sounds to animations so how would I do that?

A pic of the loc (stillunderconstruction) ->

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Subject: Re: Making a new map

Posted by [Gen_Blacky](#) on Tue, 01 Sep 2009 19:29:00 GMT

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I always cut the holes for the buildings before i start moving the terrain, when its still compeltly flat. then just vertex snap some of the polygon vertex's to match the building and delete the polygons then you have a prefect hole.

Subject: Re: Making a new map

Posted by [GEORGE ZIMMER](#) on Wed, 02 Sep 2009 05:38:19 GMT

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Yeah, usually you want to make the holes beforehand then snap the vertexes to the buildings.

A tip, I suggest rounding out the edges of the cliffsides a bit, maybe putting a few backdrops around for scenery to make it less boring looking. It wouldn't hurt to throw a few bits of grass around, either. Not as though this map will heavy on the FPS, might aswell make it look good.

Subject: Re: Making a new map

Posted by [Di3HardNL](#) on Wed, 02 Sep 2009 17:54:51 GMT

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looks pretty good! nice textures to

Subject: Re: Making a new map
Posted by [Reaver11](#) on Wed, 02 Sep 2009 18:29:30 GMT
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ty.

If I am correct the extra ground for buildings (like that concrete for the bar)is located in the buildings.zip. I could use those to make a booleanobject to cut the holes. I'm also gona patch the map some mountains will get a better shape and rounded edges

Subject: Re: Making a new map
Posted by [Xena](#) on Wed, 02 Sep 2009 20:17:54 GMT
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yey. lots of b2b possibilities, just go off the edge of the strip and u'll be hitting one of gdi's

Subject: Re: Making a new map
Posted by [Reaver11](#) on Thu, 03 Sep 2009 14:51:20 GMT
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Xena wrote on Wed, 02 September 2009 15:17yey. lots of b2b possibilities, just go off the edge of the strip and u'll be hitting one of gdi's

Which is not possible due to the trainbridge in the middle of the map. (Okay the Bridge still needs patching up)
