
Subject: A beginner modder's questions

Posted by [Anonymous](#) on Thu, 13 Feb 2003 13:21:00 GMT

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I have started to try and texture my "frst map" and i have a couple of questions: -I have followed the tutorial correctly and have now ventured into making a plane and editing the vertexes to make hills etc. I am trying to get into the W3D utility to make sure that the collision modes are right for the box which is below the plane, but in the utilities it isn't there. Have i already selected the modes
-Also are there any other tips you can give to me to help me in my future Thank you for your patience and i am sorry for asking these questions that you probably find very simple. Im sure you all know what it feels like to be a beginner too, so please be kind and lend your experience. Thank You.
