

---

Subject: How 2 create a lake in Gmax

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

well then i dont think he looked at it carefully beacuse there is more than one way for infantry to access bases...i agree with you about the sniper ledge being more accessable to Nod--that was a problem having to do with the harvester bumping into the original ramp--maybe something to fix in a later version...

---