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Subject: Here is a map I would like to see...

Posted by [Anonymous](#) on Sun, 12 Jan 2003 08:59:00 GMT

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Simple, Depending on what you want. Lets take it you have got a power plant with a ldder on it, you will add the transition bottom enter at the bottom and top exit at the top. The blocks are editor only objects so you won't see them in game. For more help see Dantes Renegade help file (renhelp 1.9) look under the "heightfield editor" section (in ren help 1.9) there is an useful tutorial.

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