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Subject: Ramps for Con Yards

Posted by [Aircraftkiller](#) on Thu, 22 May 2003 01:55:59 GMT

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NeoSaberHalo38having 2 floors to the conyard dosn't help also in locating beacons.

Actually, I remodeled the interior. Only one floor in my conyard.

I wouldn't say you actually remodeled it... Just removed a floor.

I advise you to make a new preset called mgcon\_int\_n or something similar... Using mgcon\_int will be a problem because the Construction Yards I use in all of my maps are modified with a ramp instead of an elevator headed downward. No, it isn't SGT. May's fucked up ramp, but a new one I cut into the floor and made for it.

If you want to use those interiors, go for it... You can grab all the necessary files from my Basin map, just credit me for the ramp. That thing took quite a while to install.

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