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Subject: Ramps for Con Yards

Posted by [Aircraftkiller](#) on Thu, 22 May 2003 06:54:23 GMT

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Testing? Hardly... The Pits has been running Basin for months now.

Go play it on WOL... It's about to rotate in again.

No one complains about the Construction Yards having two floors. They're actually not that difficult to destroy since they're so large... You can hide on the bottom floor too, as you wait for your charges of C4 to detonate.

The reason LevelEdit and Renegade pull in the W3D of my interior is because it exists in a mix file already, so it's established, and Renegade will grab it there first...

I suggest you use the multi-floored interior. You'll need to go into the parts folder of the Nod CY and take out the vis for it. Group that together, align it with the exterior of the CY (Like you're putting the interior of it inside of Max) then save the CY and vis stuff as another Max file so that you have them ready for another map. The reason I say this is that I had a lot of difficulty with the vis proxy, so I removed it... Placed the vis sectors manually inside of Max and Basin had no problems then.

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