
Subject: Re: conyard floor...gone...

Posted by [crazfulla](#) on Fri, 15 Dec 2006 22:10:08 GMT

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it aint that. I just got the map, and some of the floor is visable but you can fall through it, and some of it just plain aint there...there is a hole in the ground where ramps going down should be but theres no ramps...its like half the agregate is there but half isnt...the 2 conyards are quite different...

Its like half the interior is the evevator agregate and half is the ramp agregate...I would suggest avoiding using the agregate with elevators...stick to the ramp model. rename the proxies in RenX and add _n to the end of the "doors" & "int" ones.

On the other hand it is a VERY nice map and i would love to see it in a server rotation such as UN!
