
Subject: Re: connecting maps with teleporters (maybe vis) ?

Posted by [Zion](#) on Fri, 02 Mar 2007 22:45:04 GMT

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Unfortunately, that's not how the Renegade engine works. What you see is what is rendered. If there is something behind it, it's still rendered. Makes for faster load times.

Have you tried taking each map out of the "drawing zone"? The area that's white and each peice is drawn in when you move (C&C_Roleplay.mix for an example).
