Subject: Re: Half-Life 2 Style Map Making
Posted by saberhawk on Fri, 06 Mar 2009 08:16:16 GMT

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Gen_Blacky wrote on Fri, 06 March 2009 00:55It suck ass, it just makes a plane and you can make hills and stuff and vertex paint and that's about it. Thats why it would be cool to expand it.

And also exactly why it can't be. It's stored as a heightfield, not a BSP tree or anything advanced enough to express "tunnels" or anything of that nature.