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Subject: Need help with a map

Posted by [Reaver11](#) on Tue, 15 Dec 2009 10:40:46 GMT

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I'm currently working on a map with a lot of custom buildings.  
Thing is have some problems with it.

How do I correctly drill the space for the buildings in the bottom? (since boolean would be a painfull to do)

And how do I create the Renx visibility part?

I remember there where some tutorials for that.

Haven't found them on renegadehelp.

Toggle Spoiler

The keen eye will see that there are z-buffer issues.

Dw they will be solved when the groundmesh for the bases are done and welded. (Same goes for the tibfields)

Also this map will have two harvesters each team.

I have a working system for that.

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