Subject: Need help with a map
Posted by crysis992 on Mon, 28 Dec 2009 23:27:27 GMT
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Hey guys.

Im working on a map, but i need help.
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Does someone can explain me how to make a tunnel?
I tried to do a tunnel with this tutorial:
http://www.renegadehelp.net/index.php?act=tutorial&id=8010

But i failed at the first step:
First you must add the Boolean Compound Modifier to your toolbar.
Goto Customize --> Customize Userinterface, then Click on the `Toolbars` Tab and search the
Boolean Compound Object:

3ds max8 does not have this:
Boolean Compound Object :/

2.
How to use more than 2 textures?
I know how to do that VertexPaint, but on this way i get only 2 textures on my terrain plane? But i
want 3 or more textures on my plane :/ Does someone know how to do that?

3.
And have you any good tips to do a better terrain?

4.
Where can i find some good models? like a Bridge, buildings for my terrain....