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Subject: Re: C&C\_Mangalia

Posted by [sla.ro\(master\)](#) on Tue, 04 Oct 2011 19:33:52 GMT

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Reaver11 wrote on Tue, 04 October 2011 20:51sla.ro(master) wrote on Tue, 04 October 2011 09:511. the ramps are made from metal to make possible for tanks/troopers to get to the cliff, i can't use cliff elevation because my idea is to use some ramps

What he means is the same as I said above you don't put objects(meshes) through each other! The style of the ramp itself is a secondary issue.

i will try remove ramps, because your right, they don't fit in this map and makes the map looks unrealistic.

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