Subject: noob to map making
Posted by Punch-CounterPunch on Sat, 27 Sep 2003 15:16:55 GMT

i have had an idea, but need some advice (tips)

i don't want to make my map so huge ittake a year and a day to walk across the field. So how does the ratio between feet to whatever Gmax uses (pixel) so is it 1 pixel = 1 foot or something different

i looked thru the tutorials and didn't see that.

also i tried loading my prototype map into renagade editor
and it didn't work this is what i did , maybe i missed a step

1) create new mod
2) clicked terrain
3) clicked Add
4) Named it Castle1
5) got the M_modelname
6) .../castle.w3d into the box
7) clicked ok
 clicked Castle1
9) clicked make.

but it failed to show and i got a blue screen

thank you for your help
i hope my first map will be decent.