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Subject: Creating Walls on maps

Posted by [General Havoc](#) on Tue, 11 Mar 2003 16:34:15 GMT

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I don't know if anyone else finds it hard to crete walls for their map but i found a simple way to do it, it may not be the best but it's simple to do. First i made a bos 200x200x20 then i used the line tools in gmax to draw an outline for the edge of may map then i changed the line to have a height as to cover the height of my box i made (20+). Then i clicked display the mesh and i foud that i could use boolean to cut on this shape and create some walls. Here is how it looked <http://www.n00bstories.com/image.view.php?id=1615733661> (Don't worry about the dodgy texturing) If anyone is intrested then i will explain it properly.

\_General Havoc

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