
Subject: Re: Creating Walls on maps

Posted by [Halo38](#) on Tue, 11 Mar 2003 16:50:41 GMT

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General Havoc I don't know if anyone else finds it hard to create 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 box 200x200x20 then I used the line tools in gmax to draw an outline for the edge of my 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 found 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 interested then I will explain it properly.

_General Havoc

hmm simple but quite effective, poly count? seems quite detailed (does it make it more detailed poly wise than necessary?)
