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Subject: Basic Map Tutorial?

Posted by [Ferhago](#) on Wed, 12 Nov 2003 16:08:12 GMT

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I want to begin making maps for my mods but I have no idea how

Anyone know of a completely basic map tutorial? So far I made a sandy plane and textured it good enough but I can't import it to leveedit. I forgot how. And how do you get vehicles to spawn when purchased? I have the building controller but they just spawn in the middle of the map what else do I need?

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