
Subject: Putting Buildings into maps (N00b map making)
Posted by [bighairybear](#) on Tue, 03 Feb 2004 20:47:58 GMT
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I started making a map, my first ever map. I made a good terrain mesh with textures, a few spawn points and got it working. Now the only thing im lacking is the bases. .
The rentools i download came with a file that has standard flying buildings already made (flying_building_setup.gmax) in the level edit directory.

How do i get these building into my make & make them work. There probably a tutorial on this out there somewhere but i cant find it.
