Subject: Hey, Eqvaliser Your tutorial is great!
Posted by Anonymous on Thu, 18 Apr 2002 18:43:00 GMT
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Hey man, thank you, your tutorial is premiumbut on question, I want to make as map that looks like an 'H' on its side, with the bases under the roof, and have a big paved enclosure on top that only flying vehicles can get to. Then i want tunnels going up on the sides of the field with sniper nests in them. how do I plane the top above the buildings?

Subject: Hey, Eqvaliser Your tutorial is great!
Posted by Anonymous on Thu, 18 Apr 2002 18:45:00 GMT
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not being eqvaliser but the easiest way for me top move a plane on the z axis(up and down) is to look at the bottom and change the z box... like add 10 to it or something... if thats what your talking about...

Subject: Hey, Eqvaliser Your tutorial is great!
Posted by Anonymous on Thu, 18 Apr 2002 19:11:00 GMT
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thanks for your help dude, also to eqvaliser, on your tut, the buildings have skins, mine are black, why?

Subject: Hey, Eqvaliser Your tutorial is great!
Posted by Anonymous on Thu, 18 Apr 2002 19:42:00 GMT
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Thanks for the great tutorial Equaliser!!!Definitely appreciated

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