
Subject: What is the best way to fix this?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:35:00 GMT

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<http://n00bstories.com/image.fetch.php?id=1565961897>If I don't put anything in the middle, the n00bs will take over with thier mrls. I don't know for sure if you can hit the hand though. Those walls in beetween are 10 meters high. If the only solution is a mountain, forget it. I can't make mountains or bumpy turrain worth a s***. Oh yeah, if you look in nod's base, you will see my name there. If you look in gdi's, you will see it's emty. Your name could be there. The two things I need most is someone to texture the map, and someone to make the mountains. I will have the model of the map completely by 7:30. Mountain time. By that time, I should have uploaded it. I'll post the link.

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:24:00 GMT

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You could put an invisible plane as a blocker for MRLS/art missles. Just put it high enough off the ground that it doesnt interfere with anything normal?

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:43:00 GMT

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Mountains, hills easy as pie. make a plane. make it 25 or 50 length and width segments (increases vertices) now add editable mesh modifier, now click on the subtree of EMM, click the Vertex. now click vertices and raise the Z axis up some. use the CNTL to add Vertices to the highlight ones and ALT to subtract them while clicking.now put this nice new mountain in the middle.texture it, dont forget the W3D tools collision settings.

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:19:00 GMT

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Omg blazer!!!!!! That is such a good idea!!! Why didn't I think of that?

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 07:37:00 GMT

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just make a hidden box with the W3D option 'Projektile' that menas only wepons colide with that.

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Posted by [Anonymous](#) on Mon, 13 Jan 2003 09:18:00 GMT

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If you don't want a mountain on your map then blazers idea is the best. Just create a plane and enable projectile collision on it, everything but weapons will go through it. Looks like a simple map that should be good. [January 13, 2003, 09:19: Message edited by: General Havoc]

Subject: What is the best way to fix this?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 11:57:00 GMT

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A civilian town with tall buildings

Subject: What is the best way to fix this?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 14:05:00 GMT

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yea, good idea.Put a city in it! All big blocks.
