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Subject: help...

Posted by [Aronjames](#) on Sun, 27 Apr 2003 23:56:19 GMT

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Ive been working on a c&r mod for the last 2 hours and have finished the terrain in gamx but when i make the terrain in commando the graphics are seriously messed up. You can see through walls some are invisible, and theres even a couple nonexistent walls showing up. can anyone help?

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Subject: help...

Posted by [Captkurt](#) on Mon, 28 Apr 2003 02:45:45 GMT

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Explain more. How did you do your wall's, etc...

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Subject: help...

Posted by [Aronjames](#) on Mon, 28 Apr 2003 02:56:42 GMT

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well i might as well explain the map first

it is a C&R/DM map based in a prison complex with 2 blocks one at the top end of the map and another black at the bottom with an exercise yard in the middle of the courtyard theres more but thats just a basic desc.

well i used simple boxes for walls and thats pretty much it. I made the entire map first then textured all the walls and ground that was to be concrete all in one big group using the same uvw map modifier

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Subject: help...

Posted by [Sir Phoenixx](#) on Mon, 28 Apr 2003 12:26:10 GMT

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Aronjameswell i might as well explain the map first

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C&C

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Subject: help...

Posted by [Captkurt](#) on Mon, 28 Apr 2003 17:55:09 GMT

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When you do your texturing, I would recommend that you do separate UVW mapping for each piece, and also be sure to let the UVW mapping know it's a box by clicking on the appropriate box

missed. Hope this helps you. If not, then maybe you can explain in other detail of what exactly the problem is. Good luck

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Subject: help...

Posted by [Doitle](#) on Mon, 28 Apr 2003 22:53:39 GMT

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Command and Ronquer?

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Subject: help...

Posted by [Aronjames](#) on Tue, 29 Apr 2003 00:30:20 GMT

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C&R=Cops and Robbers

pretty much try to steal other teams vehicles and take prisoners

i have made a little prison area in teh back for that purpose (also good for hiding 8D )

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