
Subject: Finishing touches to my first map
Posted by [xpontius](#) on Tue, 24 Jun 2003 00:28:54 GMT
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I got my first map, Pacific, almost done release is late late june. Ive got everything set and my clan buddies are gonna test it but last thing i gotta do is get the refinery and hand infantry/tank blockers in. I need to know if you have to make them your self or if they come fabricated already. I dont know which objects might be them in LE or RenX.

Help appreciated

Subject: Finishing touches to my first map
Posted by [YSLMuffins](#) on Tue, 24 Jun 2003 02:09:17 GMT
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If you downloaded the flying buildings setup they should have already been set up on the scene.

Subject: Finishing touches to my first map
Posted by [xpontius](#) on Tue, 24 Jun 2003 04:12:58 GMT
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Do u mean that the blockers come with the flying buildings setup as objects to merge or are part of the building already?....

Subject: Finishing touches to my first map
Posted by [xpontius](#) on Tue, 24 Jun 2003 04:42:00 GMT
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ahhh nevermind i found them. I wish tutorials wouldnt miss so many things that new map makers need to know :huh:

Subject: Finishing touches to my first map
Posted by [mike9292](#) on Tue, 24 Jun 2003 05:12:45 GMT
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yeah i like equalisers tut but it dosent give enough info on shaping the mountains for me

Subject: Finishing touches to my first map
Posted by [General Havoc](#) on Tue, 24 Jun 2003 12:36:19 GMT

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Try SomeRhinos Terrain Tutorial, it's very helpful. You can get it from
http://www.renhelp.co.uk/Tutorials/TUT_Terrain

_General Havoc

Subject: Finishing touches to my first map
Posted by [pulverizer](#) on Tue, 24 Jun 2003 15:29:33 GMT
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Quote:Try SomeRhinos Terrain Tutorial, it's very helpful. You can get it from
http://www.renhelp.co.uk/Tutorials/TUT_Terrain

_General Havoc

yeah, that's a good one, you could also check the one from aircraftkiller. I forgot the url . but I'll search for it.
