Model Maps :: [Innkeeper](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=220)   
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This tutorial assumes that you are familiar with using 'mohradiant'.

Have you ever added a model of a table to you map, just to find out that in game play you can walk through it? This tutorial will show you how to give it a map of its own.

Create a new map and add your model. Position it so that the tail of the arrow is as close as possible to 0,0 in the XY Top view. The picture below is a model of a lamp shade I created in MilkShape. It is fashioned after one that is on the outside of my workshop.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/modelmaps/image1.jpg |

Now create brushes covering the shape of the model and give them an appropriate texture such as in this case, 'metalclip'. The original was made of metal.

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| http://www.mohaaaa.co.uk/mohaa/tutorials/modelmaps/image2.jpg |

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| http://www.mohaaaa.co.uk/mohaa/tutorials/modelmaps/image3.jpg |

I had to make two 7-sided brushes to cover the 12-sided shade. By selecting the vertexes I was able to make the brushes fit the shape of the shade. The third brush is a rectangle covering the supporting conduit. Once you have the brushes the shape and position you want, de-select everything. Now select the model and delete it from the map using backspace, it is no longer needed.

Save the map with the same name as the model and in the same folder as the model.

Now you will not be able to walk through the model and it will make appropriate sounds when hit or walked on.

Use the forums, they are a great resource.

Later; Innkeeper.

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)