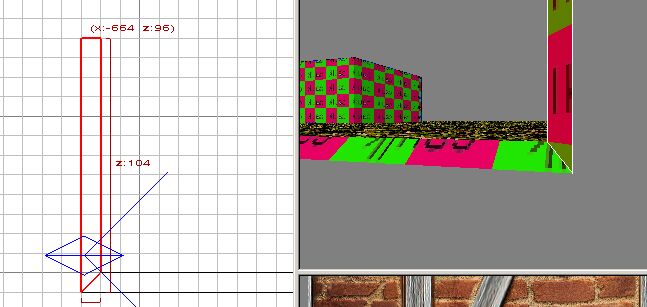
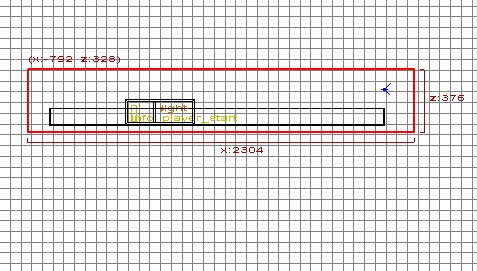
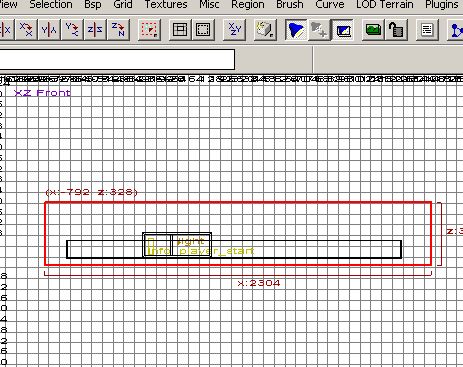
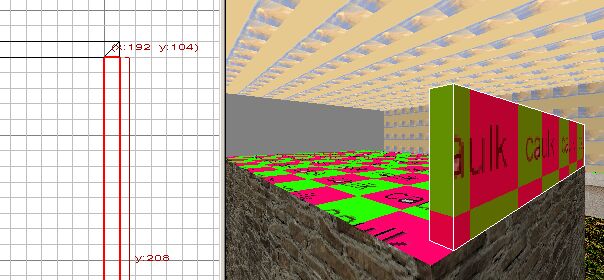
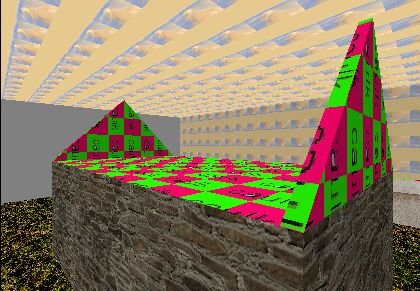
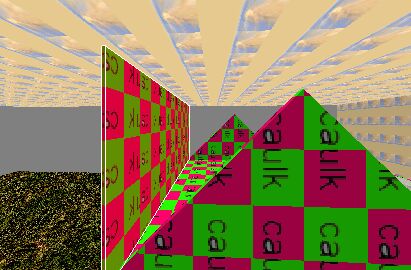
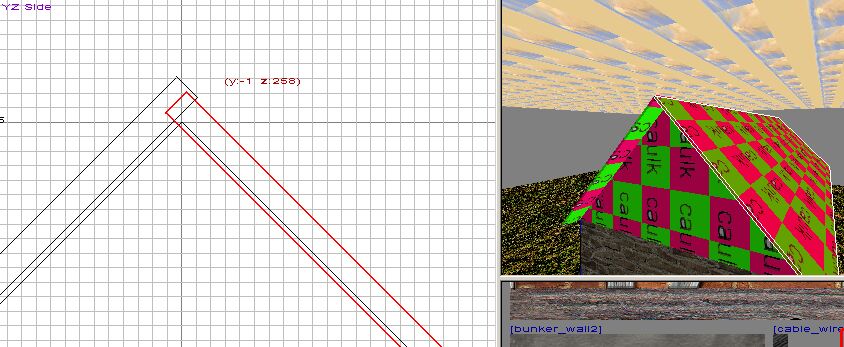
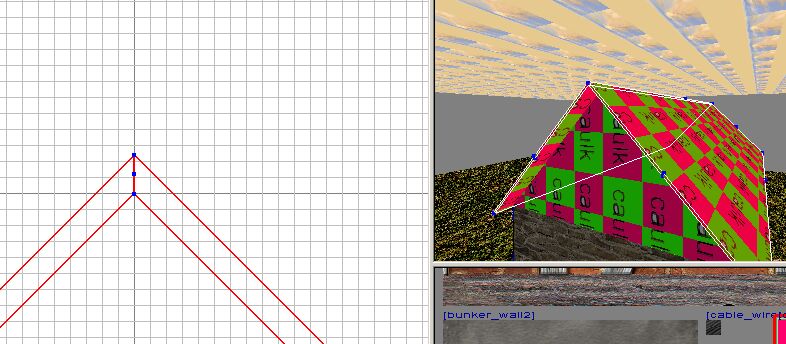
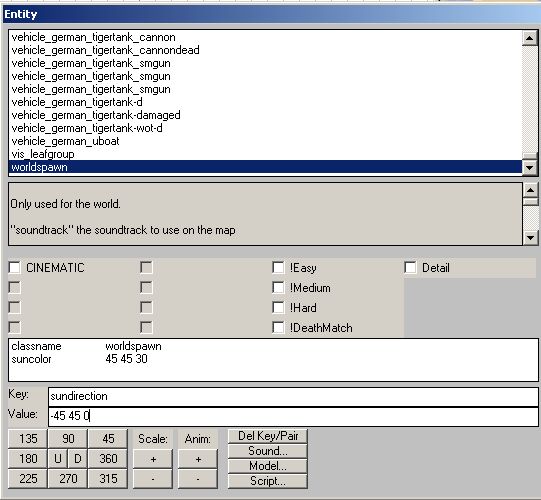
**Outside**

So you wanna go outside, fair enough, make a large brush under your room, mines 1400x2000, it’s going to be the ground, texture the top face with bocagegrass\_1 or something, now put a wall around the perimeter, make it at least 96 units high, that’s the height of a player and we don’t want him jumping out now do we?  
  
  
  
Texture the inside of the wall. Now with caulk draw a large brush, mine’s 2304x1688x376 high, make sure it surrounds everything, and hit the “hollow” button, (under misc”), you now have a skybox, mitre the corners and give the inside faces a texture from Texture-Sky, mohday1 will do.  
  


  
  
Now texture the outside of your house and make a door that you can get out of, you might want to give the place a proper roof, draw a brush on top of your house, about 40 high is fine, click on Brush-3 sided, it will turn into an enormous triangle, rotate it so the pointy end is up and resize it to fit the edges of the roof , you’ll probably find it’s sticking out of the sky so hit the E key and drag the top down till it looks right. Copy the brush to the other end of the house.  
  


  
  
Now slap a roof on and rotate it correctly, when you put the other side on they may not fit exactly, press 1 on the keyboard and zoom right up close, then hit E to adjust them, put a nice shingle on them and you have a roof,  
  




  
  
Give the map a sun by deselecting everything (esc) and hit N, put in this Key: suncolor Value: 45 45 30 Then Key: sundirection Value: -45 45 0   
  
  
  
Save and compile your map, and now have a run around. Next I guess you’ll want to throw grenades and shoot holes in your windows so we’ll turn your map into a .pk3 file next. I assume you are going to be making a DM/TDM map first. you need to add some more player starts before you put it on the net for everyone to rave about.  
R-Click on the grid and find Info-Player-Deathmatch. Scatter these all over your map in good starting positions, that's the DM taken care of.  
For the T/DM you need to go to the same place and add Info-Player-Axis and Info-Player-Allied start positions, a bit more thought has to go into the placement of these ones, You don't want spawn killing , and they should be at either end of the map.