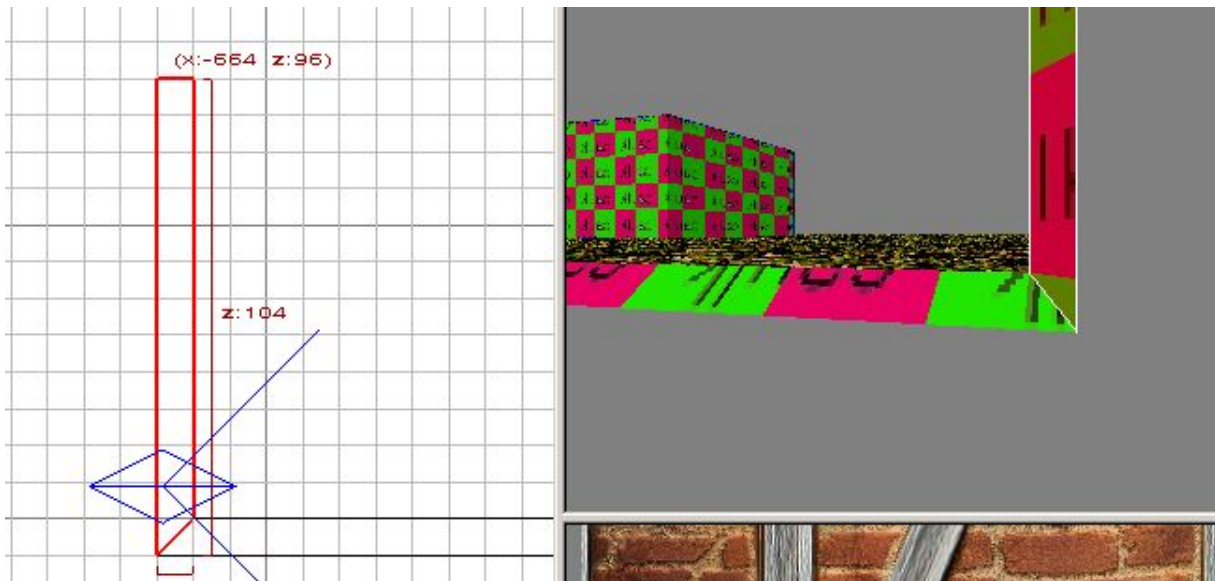
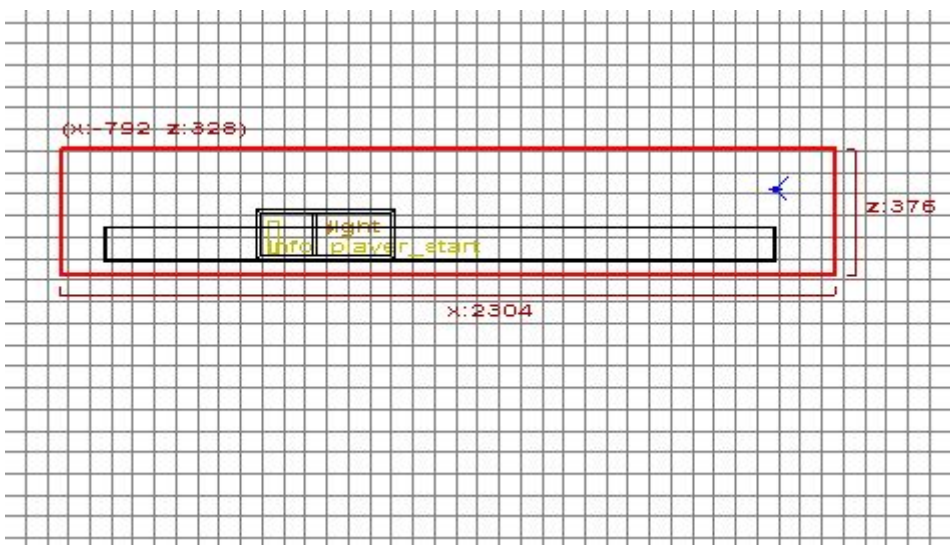


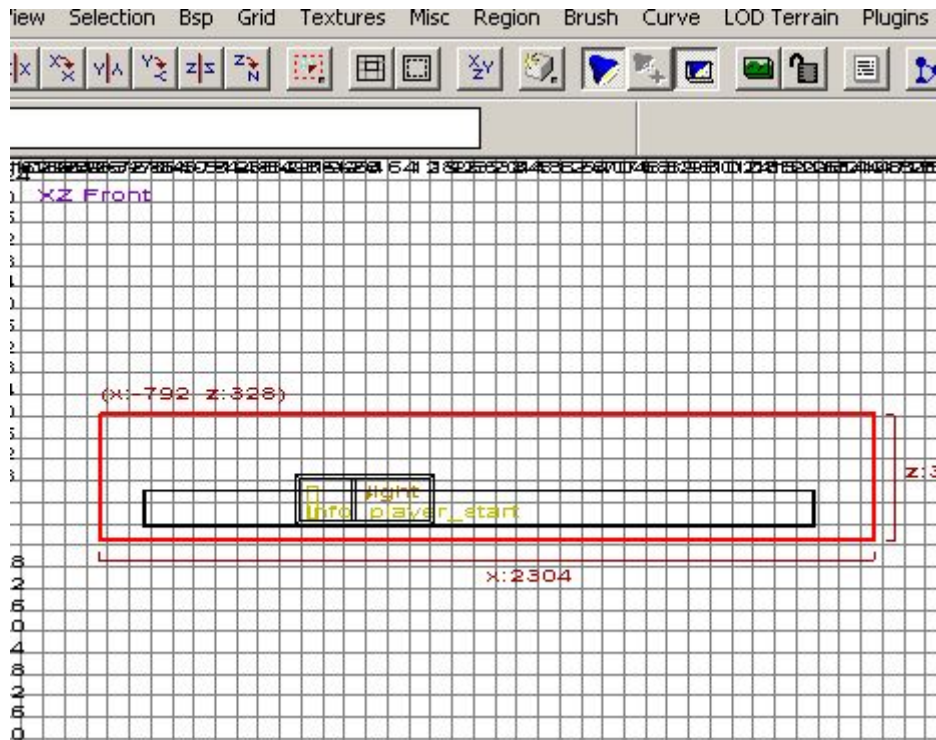
# Outside

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?

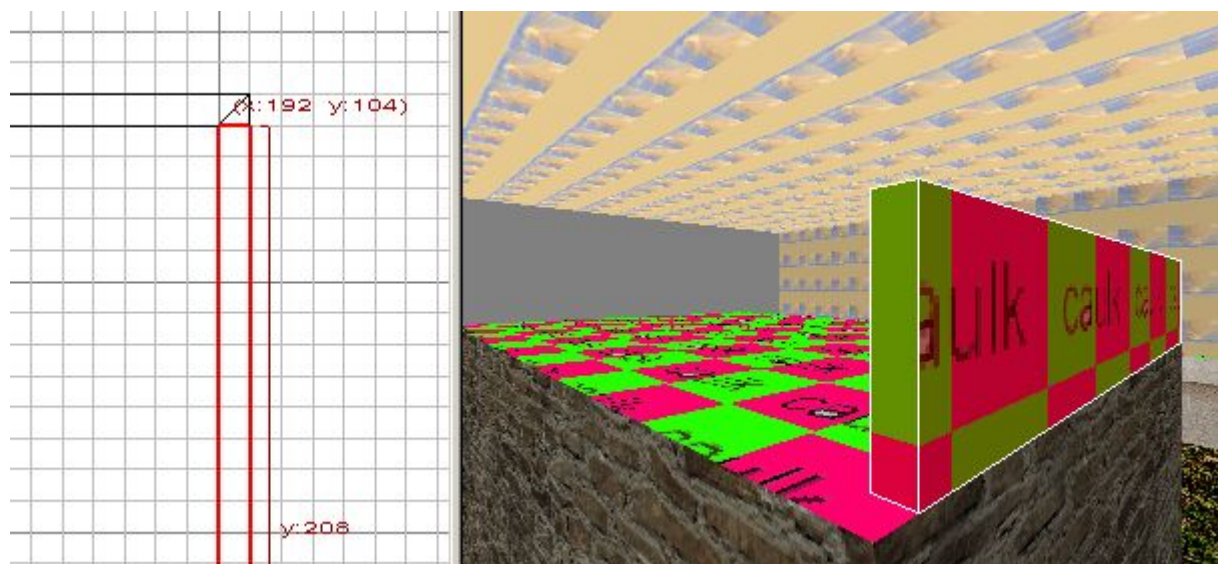


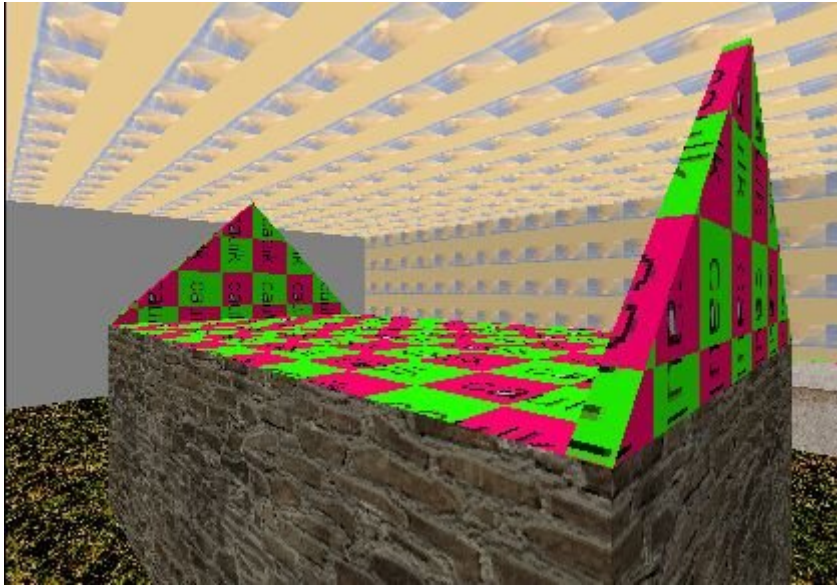
Texture the inside of the wall. Now with caulk draw a large brush, mine's 2304x1688x376 high, make sure it surrounds everything, and hit the "hollow" button, (under misc"), you now have a skybox, mitre the corners and give the inside faces a texture from Texture-Sky, mohday1 will do.



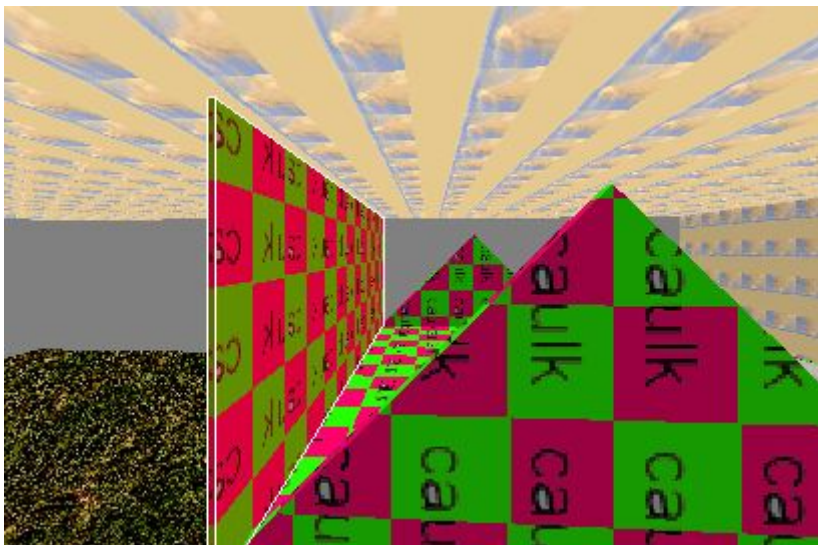


Now texture the outside of your house and make a door that you can get out of, you might want to give the place a proper roof, draw a brush on top of your house, about 40 high is fine, click on Brush-3 sided, it will turn into an enormous triangle, rotate it so the pointy end is up and resize it to fit 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.

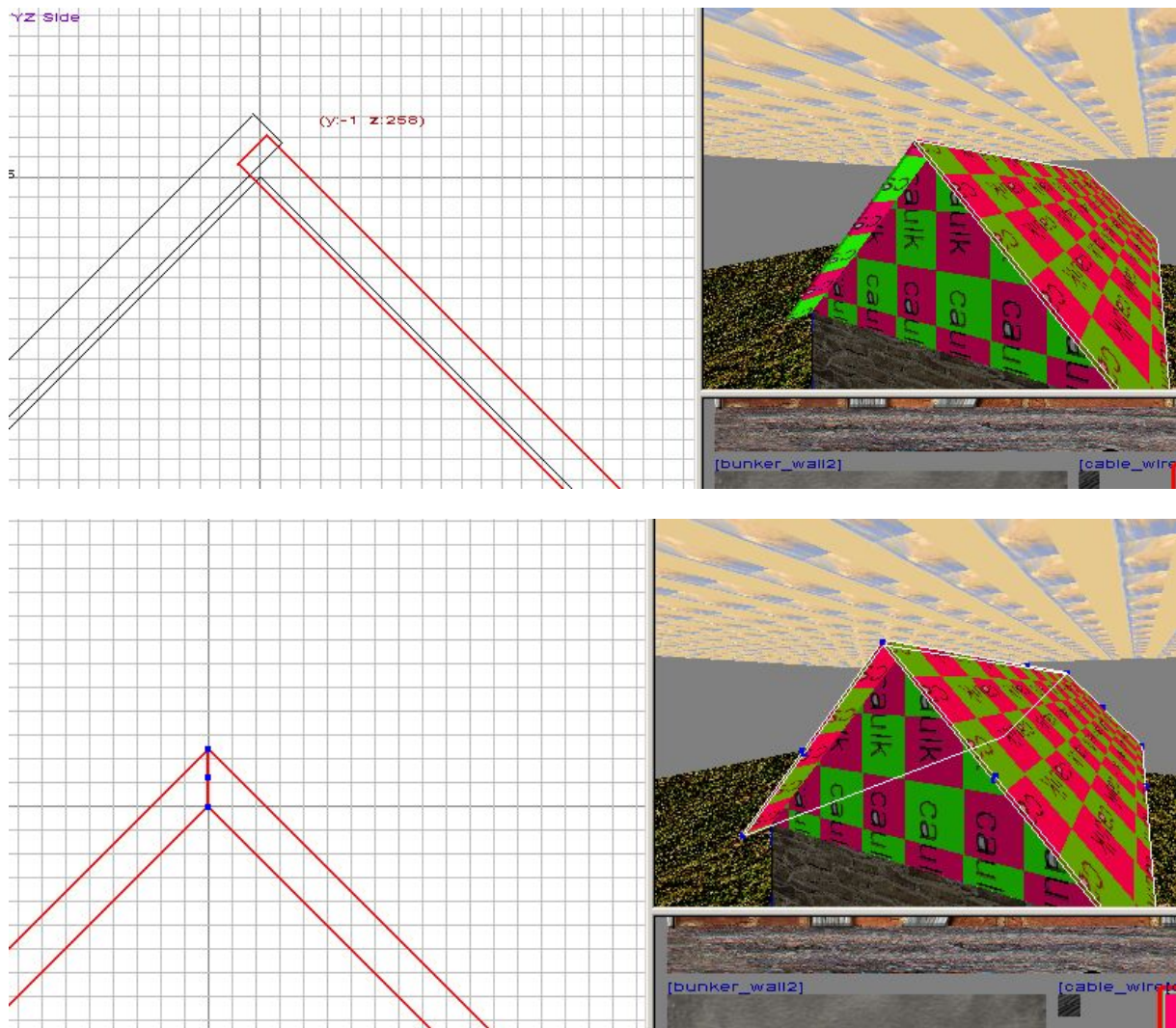




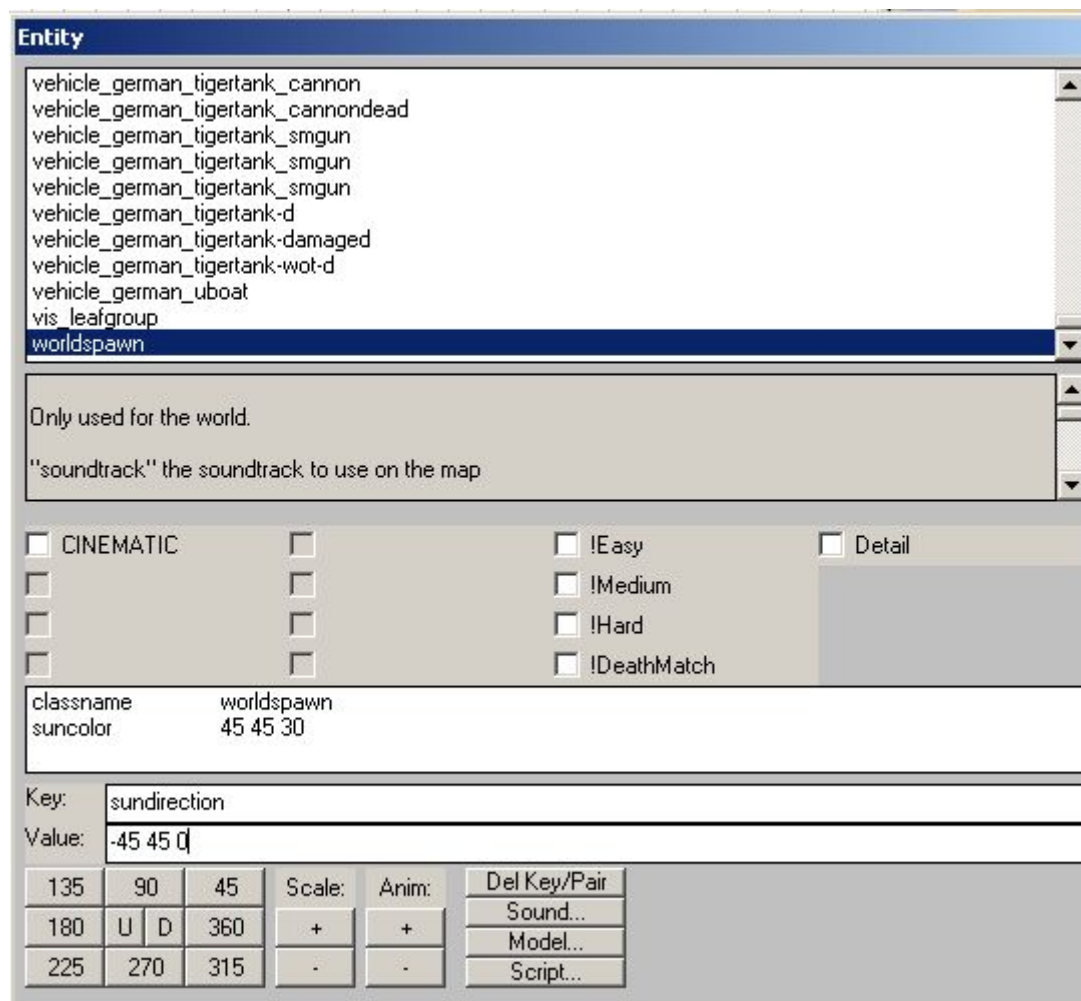
Now slap a roof on and rotate it correctly, when you put the other side on they may not fit exactly, press 1 on the keyboard and zoom right up close, then hit E to adjust them, put a nice shingle on them and you have a roof,







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/D M 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.