

---

Subject: Re: [TUT] Mapping Tutorial Series  
Posted by [Reaver11](#) on Fri, 13 Jan 2012 15:53:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Blazea58 wrote on Thu, 12 January 2012 18:13 Ontop of that your teaching people how to "Stuff boxes into eachother" which is totally wrong.

Auch! I have to admit I haven't watched it all just skipped a bit through it must have mist him doing that. I don't really require a tutorial but I admire that people still make them for Renegade.

However in my eyes sticking meshes through each other is one of the worst things you can do. It should be avoided at all cost.

---