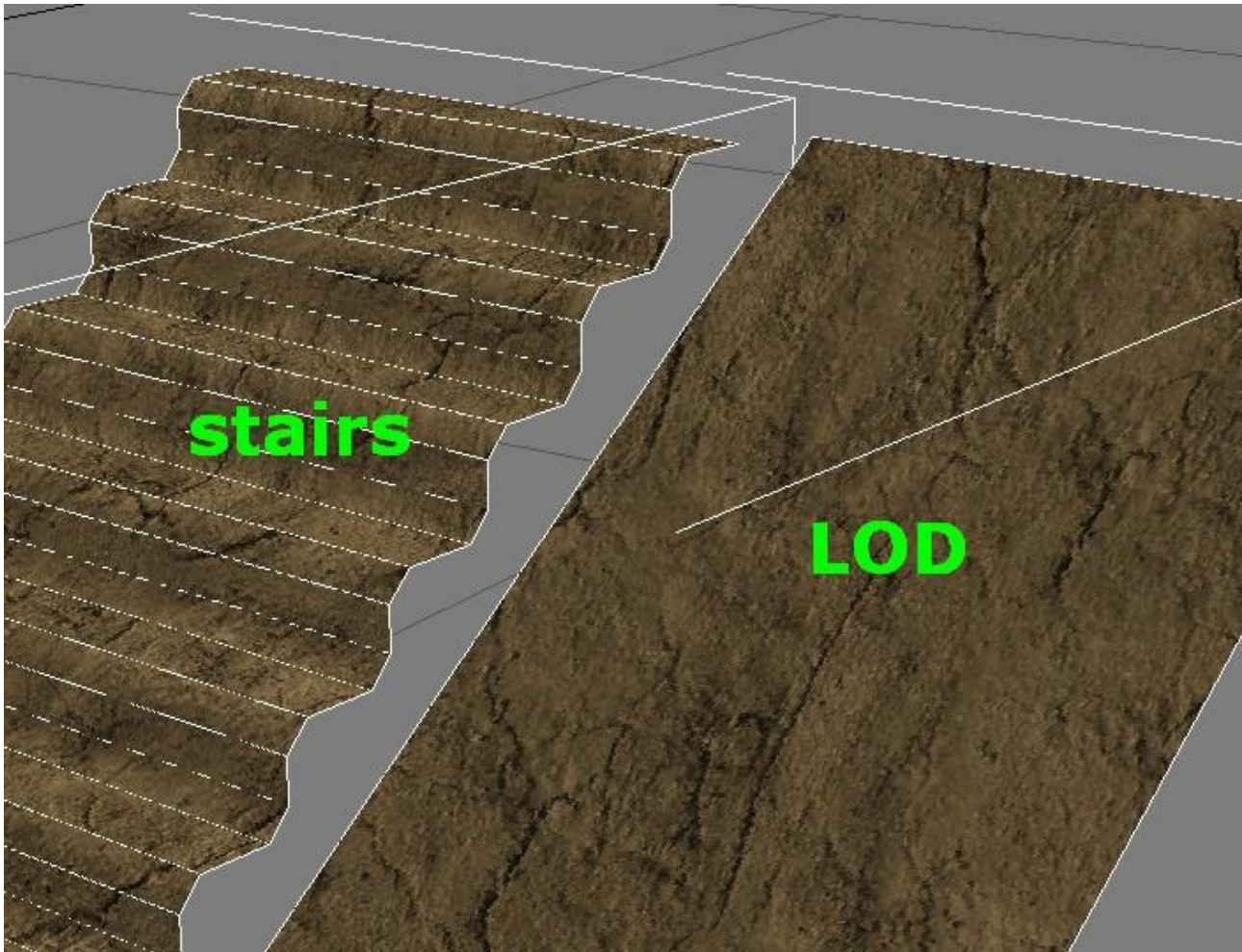
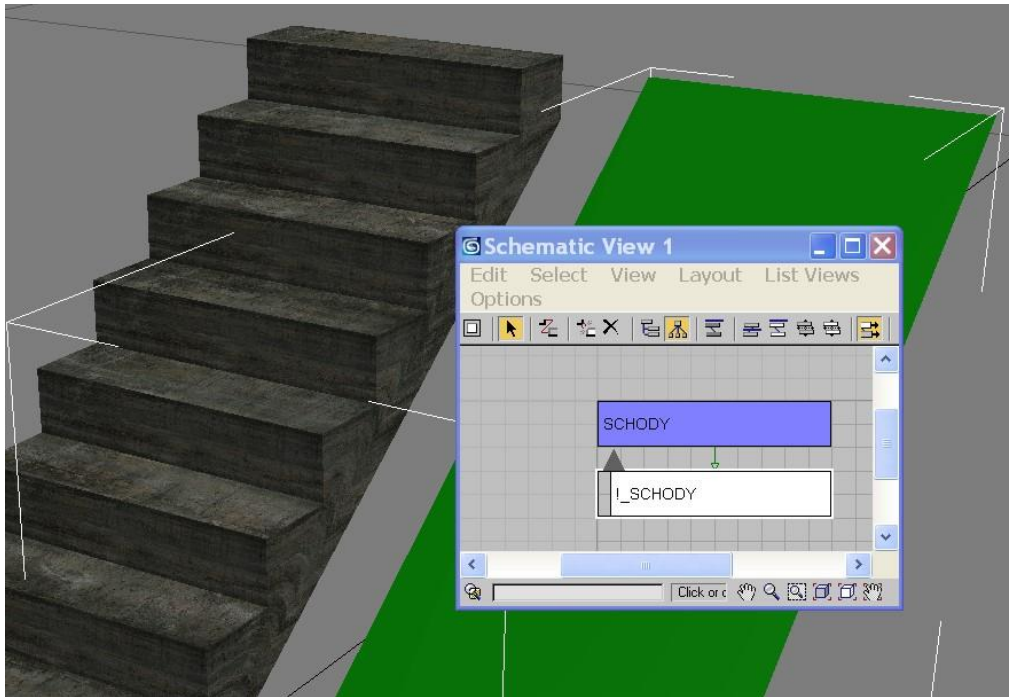


Stairs

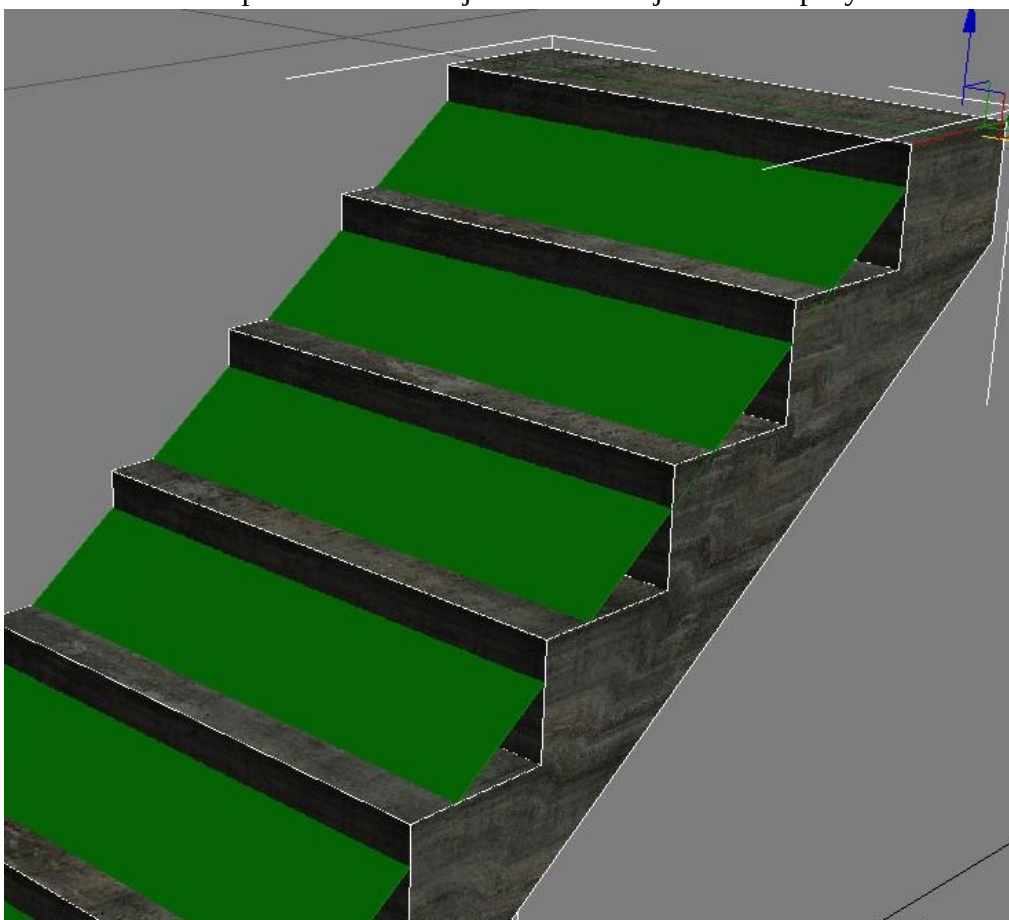
The maximum height of stair step is 20 cm (0,2 in 3dsMax), otherwise the player can't go up. The ideal height is 15-18 cm. But staircase 5 meters in height from stair steps 10 cm not look good. For easier work in the editor I use 20 cm. In the map G_Pueblo I made stair steps 20 cm high and arched edges with [chamfer]. I've set SG (one smoothgroup for whole stairs). Because the stairs were a lot of polygons, I created LOD object.

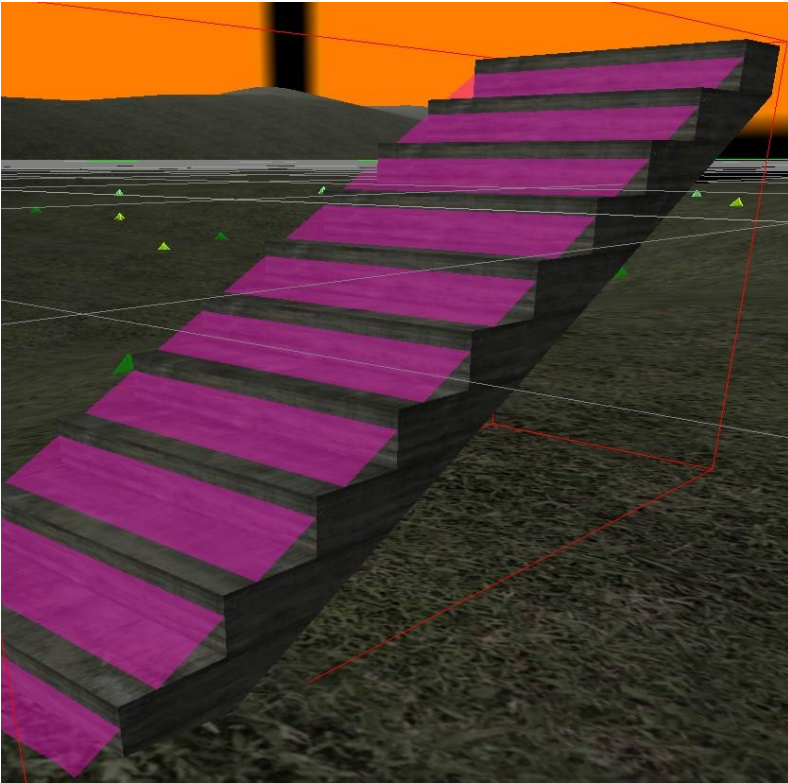


You can also use the trick with collision.



Stair step is 20 cm. I linked up the collision object to main object for simplify the handling.





=GONZO=

<https://vietconglab.wordpress.com/>