Ok for some of you wondering how to get rid of the water and make something like a terrain only map here is a tutorial..

note you can walk off the edge of the map but you can script things to stop players going a certain distance out.. this will create the illusion that there really is no edge to the map 🙂
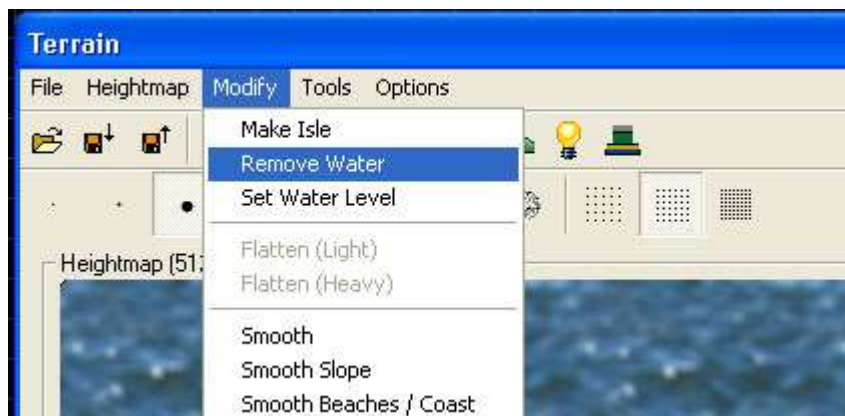
this is rather basic, but some people might be wondering how its done..
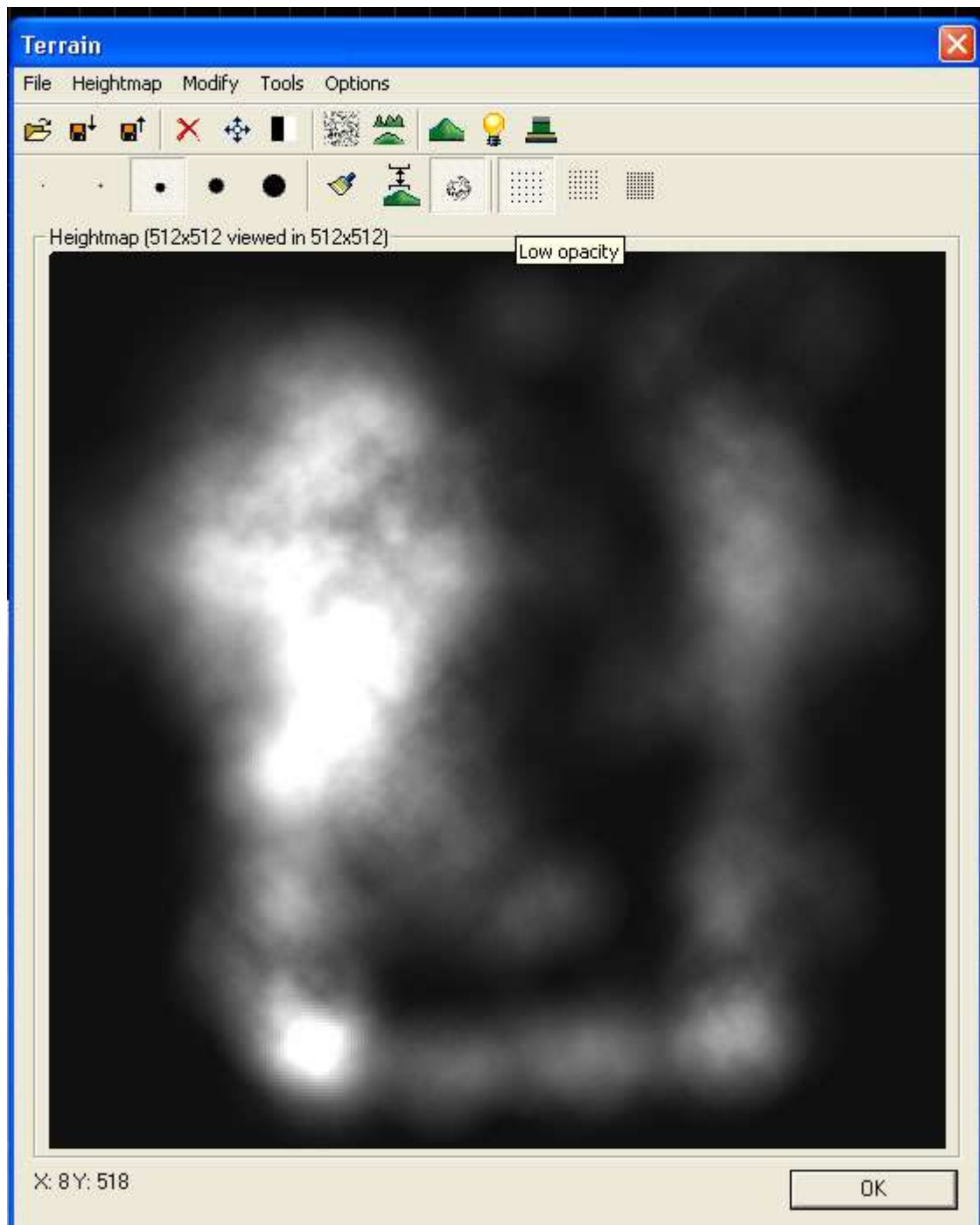

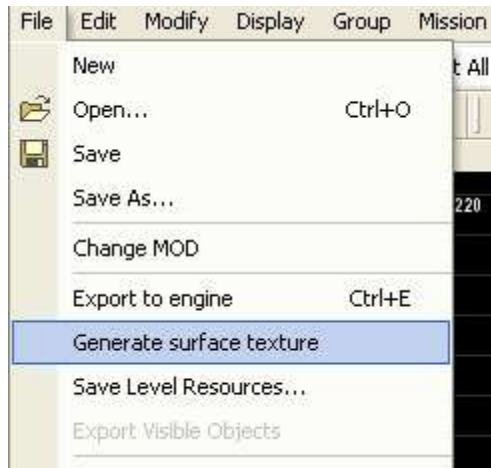
1) Start by creating new map

2) next goto your terrain screen and remove water - image

3) then as you can see, your map goes black.. black being a 0 level terrain only... (i think)
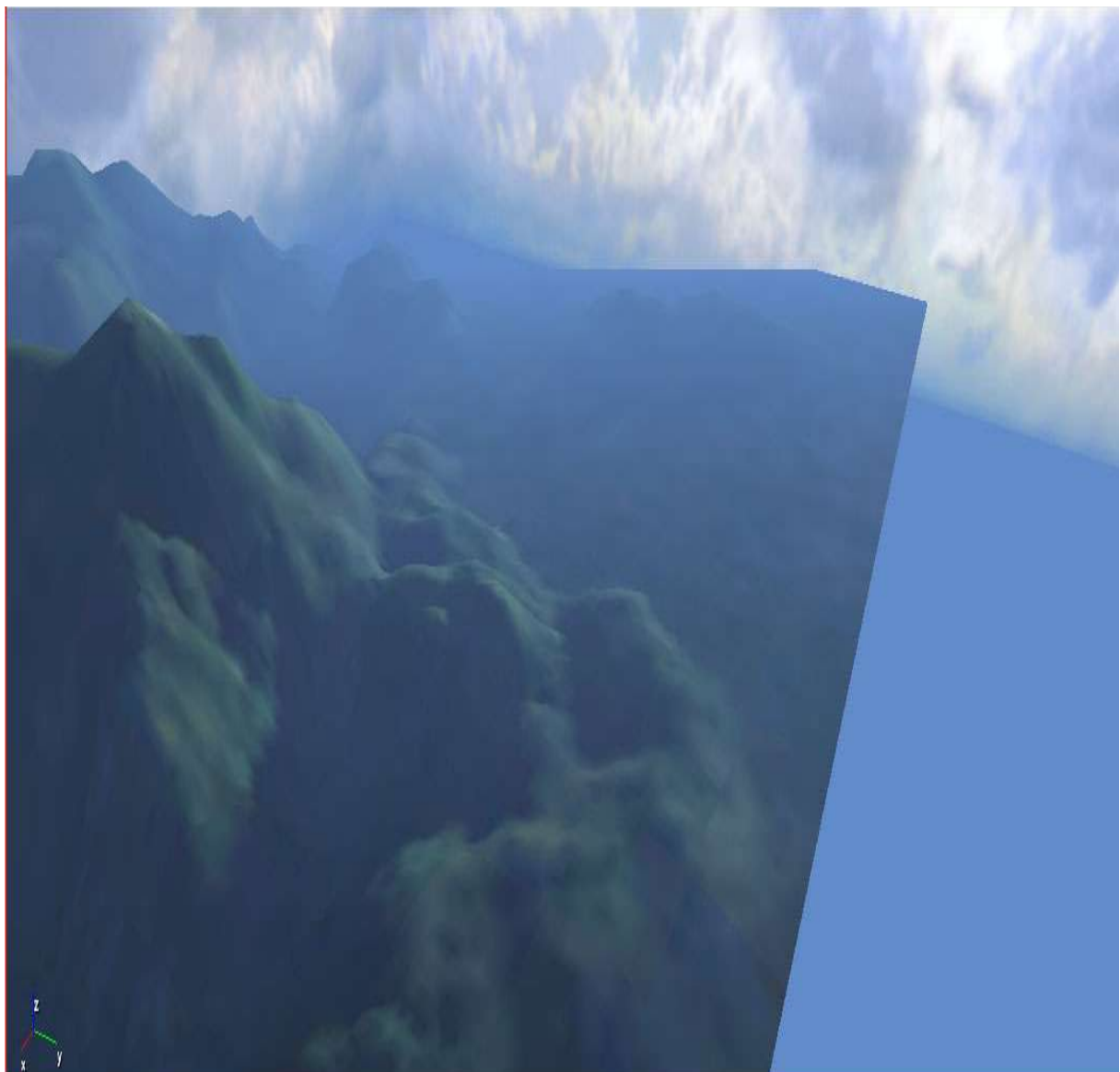
start painting some hills etc.

4) now to make it acctually get rid of the water, goto generate surface texture and generate.

5) and you should be left with this -

creating boarder limits a lil out from the edge will stop players running off aswell as create the illusion there is no edge!

and thats it.. hope it helps someone 🙂

NOTE: if you experience problems with the water still remaining, goto the same window where you clicked to remove water.. in there you can find a setting that determines water level.. set that to 0 and then generate the texture again 🙂