

Multiples
for UnrealTournament Map Making

	A	B	C	D	E	F	G	H	I	J	K	L	M
1	<u>8</u>	<u>16</u>	<u>32</u>	<u>64</u>	<u>128</u>	<u>256</u>	<u>512</u>	<u>1024</u>					
2	16	32	64	128	256	512	1024	2048					
3	24	48	96	192	384	768	1536	3072					
4	32	64	128	256	512	1024	2048	4096					
5	40	80	160	320	640	1280	2560	5120					
6	48	96	192	384	768	1536	3072	6144					
7	56	112	224	448	896	1792	3584	7168					
8	64	128	256	512	1024	2048	4096	8192					
9	72	144	288	576	1152	2304	4608	9216					
10	80	160	320	640	1280	2560	5120	10240					
11	88	176	352	704	1408	2816	5632	11264					
12	96	192	384	768	1536	3072	6144	12288					
13	104	208	416	832	1664	3328	6656	13312					
14	112	224	448	896	1792	3584	7168	14336					
15	120	240	480	960	1920	3840	7680	15360					
16	128	256	512	1024	2048	4096	8192	16384					
17	136	272	544	1088	2176	4352	8704	17408					
18	144	288	576	1152	2304	4608	9216	18432					
19	152	304	608	1216	2432	4864	9728	19456					
20	160	320	640	1280	2560	5120	10240	20480					
21	168	336	672	1344	2688	5376	10752	21504					
22	176	352	704	1408	2816	5632	11264	22528					
23	184	368	736	1472	2944	5888	11776	23552					
24	192	384	768	1536	3072	6144	12288	24576					
25	200	400	800	1600	3200	6400	12800	25600					



The numbers you see to the left in my guide are numbers which are divisible by 2. They are all even numbers and are numbers which you can use in UnrealEd when making your maps.

It's important to use EVEN numbers in UnrealEd because UnrealEd DOES NOT like odd numbers. If you use odd numbers, you're asking for trouble.

Try to keep your brushes on the grid lines also. This helps keep your maps stable and free from visual defects.

Additionally, when attempting to subtract space from inside a solid square or cube for example, try to find a number close in size to the original, to subtract.