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Subject: How 2 create a lake in Gmax

Posted by [Anonymous](#) on Sun, 02 Feb 2003 18:53:00 GMT

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thanks, after ack's hardening blow to my self-esteem (yeah right) its good to hear somekind of compliment. next time, ill beta test i think the gameplay would have been better without the tunnels and with the tank blockers taken away, and the vehicles able to drive in the water. what do you think ack? would that make it better enough to make a 2nd version?

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