
Subject: C&C_Temple_DM.mix..... Complete!!!

Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:55:00 GMT

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quote:Originally posted by aircraftkiller2001:Well, here we go again...Just so you know, someone already did a map of the level 11 interior.It's been done, and I don't see how hard it could have been to do it.It's not like you were even creating anything yourself there...The PT with no prior knowledge of how to do it, this map has mainly been an learning experience for me using the level editor, as i can do most things in gmax as i have lots of experience in CAD. It was difficult because of the bugs i found while doing it. ever heard of flame throwers disarming beacons, it's a first for me. they should go away if i start from scratch.And thanks for the congrats on me finishing my first map.....*tumbell weed blows by* thats what also made it hard.Good Luck with C&C Land looks interesting [January 25, 2003, 14:30: Message edited by: Halo38]
