Subject: Guard tower that looks like parking lot now fiished and work
Posted by Anonymous on Thu, 16 Jan 2003 19:09:00 GMT
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http://home.1asphost.com/dead4ayear2/bunkerfromhell.txtRename the extension to .zip. The texture files included must be in the same folder as the map.Pics:http://n00bstories.com/image.fetch.php?id=2028124648http://n00bstories.com/image.fetch.php?id=1160646377I could've took off about 200 polys. But when I made the secont and third floor, I forgot about editable mesh. Let me know if there is anything that needs to be added/changed. And tell me what you think about it.