Subject: Dummys Released

Posted by Anonymous on Sat, 28 Dec 2002 15:03:00 GMT

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W00t! I'm interested in them. I am making a new map right now, and it is big with a lot of details. I am constantly forced to open the map in LevelEdit to check the size and space in parts of my map. Because of the size and detail in it, it takes for ever to load. But, I need to keep the buildings where they are for proper testing. (Make sure there is no Base-to-Base anywhere in it, or other flaws.) This will really help me out, and save me a lot of time.Please, put it up for download or something. I could really use it right now.