Subject: Dummys Released

View Forum Message <> Reply to Message

I just made some dummys to stand in for buildings when your map making in renx. They are the aprox size and shape of the normal structures. I made these so you can work faster.and so in leveledit, when your testing the map early on it wont take ages to load.http://www.n00bstories.com/image.fetch.php?id=17 47613636Also included in this pack is a scale dummy of havoc, so you can further scale proper map areas.If you are interested in using these dummys tell me. [December 30, 2002, 14:28: Message edited by: DeafWasp]