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Subject: old overlord thread

Posted by [Anonymous](#) on Wed, 19 Jun 2002 01:18:00 GMT

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quote:Originally posted by BuBaJones:ACK: I didn't add new tiles. I had originally done that, but you can't do it as a .mix then, so I just xref'd it all together as one big .w3d. I think having less .w3d's helps speed anyway, less to load.Glad you guys liked the map! I'm going to work on the final version today so it'll be out tomorrow hopefully. I don't want to do an update at all, but I think it will be worth it despite the confusion it will probably cause Wait a second, what do you mean? Can you explain it? I'm trying to add a MCT to my Communications Center model in my map and I can't add the part which makes it work as a tile. Can you add that with the same properties of a MCT?

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