Subject: old overlord thread
Posted by Anonymous on Tue, 18 Jun 2002 19:00:00 GMT
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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