
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Sat, 15 Jun 2002 03:20:00 GMT
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Finished beta2, hollowed it out, so it has some rooms. One small entrance hall, two small rooms to the sides, and one main hall in the middle. Its not easy to see anything more than before, so i wont post pictures yet. Upped polycount to 1120 I will try to add some ramps to the main room, but i dont know how to add lights. Should i do that in Leveledit or RenX? [June 15, 2002, 04:06: Message edited by: brutus]
