
Subject: Ren1918 Open Source
Posted by [Oblivion165](#) on Thu, 02 Dec 2004 20:58:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats just the basis of the terrain. I like to do my detail in leveledit.

here you go, just drop this in the Mod folder, i forgot to take the spawner out for it.

http://www.dr-oblivion.com/c_ger_reg.w3d

the map is extreme high poly, like 33,000 in one direction. But since it was Sp, it wasnt that bad.
