Subject: Re: C&C_SnowStorm (version 1.1) released
Posted by Naamloos on Sat, 31 Dec 2005 15:29:56 GMT
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Ok, then I got an UV map. But I still don't know shit about photo shop

Fine. I will make new walls, but don't expect them to have perfect textures.

And VIS won't work because of my map's layout, and even if it did it takes too much time. I already fixed the FPS 'lag' by removing the snow and 98% of the fog.