
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Thu, 15 May 2003 06:02:09 GMT
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Here you can see one of the 2 new bathrooms, I haven't decided whether or not to include doors for the stalls. While it would be more realistic, I wonder what problems could come from having so many doors in the map.

http://pjrj.unleashed.ws/gamemods/hauntedhouse/v2work/bathroom_1.jpg

Here you can see some of the cafeteria. I haven't added the benches yet, so I've moved forward of where the benches would be so you can have a closer look at the equipment available to the chef. This pic is slightly outdated, as I added a couple of fridges and microwaves earlier.

http://pjrj.unleashed.ws/gamemods/hauntedhouse/v2work/cafeteria_1.jpg

If anyone's figured out how to do lightmaps like in the official maps, please tell me. While the vertex solve works somewhat well, it's hard to capture the lighting i'm looking for with the limits of the vertex solve.
