
Subject: Haunted House 2 - RELEASED (check page 6)
Posted by [JRPereira](#) on Thu, 15 May 2003 17:54:23 GMT
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I agree -- and shrinking the trigger zones for the doors would just mean it's easier to get stuck on/in 'em.

Well, 2 new screenshots of the cafeteria, which I guess is done (minus the lighting, which will be done after most of the modeling is complete).

http://pjrj.unleashed.ws/gamemods/hauntedhouse/v2work/cafeteria_2.jpg

http://pjrj.unleashed.ws/gamemods/hauntedhouse/v2work/cafeteria_3.jpg

Once more, if anyone knows how to do lightmaps in fan maps, I'd appreciate it.
