Well it has been a while for sure since i posted here about this map, and it has also been a long time since i started working on it. Progress has been picking up lately, and i have gotten most of the renx work done with, although im always adding things here and there anyways. We are fairly near to a beta here which we will release to the public as usual. There is alot more info/pictures at our forums(http://rp2.clicdev.com/f/index.php?showforum=2)so feel free to pop in for a look.

 Credit will all go where due, sure i have used some textures from other sources but a large majority of the 881 textures being used are textures i made myself either being from real images or other textures i turned seamless. Yes it is an extremly high amount of textures for a single map and i am fully aware that this can kill some peoples framerate, but nothing i can do except laugh at ya

 The amount of polygons per 300 metres is around 15-20,000 right now, and uses rougly 150,000 polygons alltogether.
This map alone can easily crash a bad computer, and have them never loading it lol, but i like to think big.
Anyways here is a few pictures.I will post the beta link here when we release