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Subject: Re: OT: Portal

Posted by [bigejoe14](#) on Sat, 22 Jul 2006 21:42:21 GMT

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2 many 2s

PiMuRho wrote on Sat, 22 July 2006 00:03 It uses Hammer for level editing. It is easy, when you get used to it

I was thinking more along the lines of pre-made tilesets and drag and drop functionality. Kind of like the world builder for Neverwinter Nights. Unless of course Hammer actually does work that way then I'm happy with it.

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