Subject: Re: The infamous Quick Draw glitch
Posted by crazfulla on Wed, 29 Nov 2006 16:47:36 GMT
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^ yeah that. I put the prefix craz_ on my textures/models, Ive seen it before.

The terrain model for Quick Draw is called 'map.w3d'. That would about sum it up.

I might reimport the terrain to renx, and remake it, naming it somthing different. Retexture it in snow or desert to be random and make a quick draw 2. Lots of people like that map :\