
Subject: Re: C&C_Mario64

Posted by [Blazea58](#) on Tue, 19 Jun 2007 21:14:56 GMT

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Sure would be nice if you replaced all the crappy resolution textures with ones that are up to date. Otherwise i really like the idea, but it needs alot of work on your part (ladders, ramps, teleports etc. Also would be really hard to get places considering in mario there is alot of animated peices you gotta jump to etc, not sure if it could have collision the same way as it would in mario64.

Good map but yea a tad small, seems pointless until you merge in a hell of alot more lol.
