
Subject: Re: C&C_Mario64

Posted by [JasonKnight](#) on Sat, 04 Aug 2007 14:58:09 GMT

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GrayWolf wrote on Sat, 04 August 2007 08:42I finished the map... kinda of.
So far I have the entire castle done and the bomb level.

Maybe put the gdi base inside the bomb level. Then put the nod base inside another level. What do you think, and what level?

Or should I just make it a death match?

I like the idea of deathmatch, but I also like the idea of taking each individual level (individual mario level) and making their own set map for a deathmatch server

and have the maps cycle in sequence to Mario 64.

GrayWolf wrote on Sat, 28 July 2007 23:36I don't know how I'm suppose to improve the textures. There is like 250 of them.

You could also get those High Res texture packs that people have for ROMS. extract the textures and replace them where they belong.
