Subject: Re: crap after generating vis
Posted by Jerad2142 on Thu, 30 Aug 2007 07:26:14 GMT
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Yrr wrote on Tue, 28 August 2007 12:40There's no need to put work into making a
C&C_City_Flying LevelEdit file - I am working on a .mix to .lvl converter
You make me sick. And for two reasons:
#1. this will be a excellent way to steal everyones work and claim it as your own, leaving them
with no proof that they really made it, as everything else can already be regenerated.
#2. remaking the maps is part of the Renegade learning experience, with out this you will have no
experience and will grow tired of the engine even quicker.