
Subject: Re: Making object(s) larger in RenX
Posted by [Tunaman](#) on Tue, 11 Sep 2007 04:01:45 GMT
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I was going to make a Team Deathmatch game mode for Renegade but I'd want to make my own map. :\ I tried to take a CS map with that DXRipper thing but everything turned out slid to the side.
