
Subject: Re: Making object(s) larger in RenX
Posted by [Ryu](#) on Tue, 11 Sep 2007 07:24:07 GMT
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Tunaman wrote on Mon, 10 September 2007 23:01 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.

I made that map in SourceSDK's Hammer tool.. Hammer made a better way to reduce the amount of polys.. so it didn't work for me and RenX.. But remaking de_Dust and De_Dust 2 would be easy. >.<
