
Subject: New Map Idea:Based on Mission 10

Posted by [PCWizzardo](#) on Wed, 23 Jul 2003 01:54:39 GMT

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W9ouldn't that make a perfect MP map?

If you took just half of the map (cut on a line between the centers of the 2 short walls, take the half with the airstrip) and mirror-copied it, you would have the perfect layout for a MP map. I'd do it myself, but the W3d_>GMax importer loses the textures, and I don't want to retexture it. Does anybody know where to find a textured GMAX of that map?
