
Subject: Re: New Map Idea:Based on Mission 10
Posted by [Dante](#) on Mon, 18 Aug 2003 01:19:06 GMT
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damn, ok, fine, here is on topic.

PCWizzardoW9ouldn'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?

get the right importer.
