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Subject: New map! please someone tell me what you think of it

Posted by [IRON FART](#) on Mon, 02 Feb 2004 07:05:07 GMT

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Use meshsmooth on the mountains on the inside...they look very blocky.

Also divide diferent terrains up by selecting the vertexes, right clicking and detatching. Then use Alpha Blend to vary the texture a much as possible.

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