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Subject: Renegade Map Making Tutorial

Posted by [Oblivion165](#) on Sat, 05 Jun 2004 02:45:41 GMT

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in a way they are better, because you can have multiple textures, and its easy to make hills etc. the only problem is if you have underground buildings or anything, because you cant cut the meshes, but you can still do it. also if you have tunnels, its hard.

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