Subject: Renegade: A New Hope Update
Posted by Sir Phoenixx on Tue, 01 Feb 2005 14:30:39 GMT
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EXdeath7Bleh , whatever textures the mapper (Icedog90) Puts on the level is the plan. I didn't want to spend too much time on something that is not going to be used.

Yeah Sir Phoenixx , It would be great if you could show me what your talking about. I would rather you show me in these forums though so the rest of the members can benifit from the information.

Alrighty. First, are you using 3dsmax or gmax? I'll post a new thread for it after I get it together.