

---

Subject: FAO: Halo38

Posted by [Madtone](#) on Thu, 17 Apr 2003 05:52:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

its not really complex, i am using the concept off a game i played a while ago.

i will upload some screenies of the terrain at some point, and yeah, you texture and do some RenX stuff, and im cool with maytridy to do the level edit stuff

---