
Subject: Re: Need sounds for my L.O.R. mod
Posted by [Jerad2142](#) on Sun, 03 Dec 2006 18:10:08 GMT
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Well as for the temples, I might put a few in but unless some one sends me 3D models of them its no guarantee.

The best part about this mod is that I'm putting all the places from LOZ into one map, and I'm doing it in such a way to keep the game from ever falling below 60 FPS, or ever having to load more the a regular Renegade map.
