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Subject: Re: Making My first Map

Posted by [AoBfrost](#) on Thu, 05 Jul 2007 01:32:18 GMT

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You make it in gmax duh, you make a 100x100 square, then load the w3d or gmax files of buildings into the map....then make some hills...i forgot some but i made a few test map, they sucked because they had to texture besides buildings...but they werent quality enough to be released...

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