Subject: Re: Map help
Posted by fatalcry on Thu, 27 Mar 2008 16:12:01 GMT
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Anyways here the map I made what do you guys think?

also can anyone tell me how I place the emitter on Leveledit?

File Attachments
1) cnc_volcano test.JPG, downloaded 384 times

volcano_test - W3D Viewer

File   View   Object   Emitters   Primitives   Sound   Hierarchy   Lighting   Camera   Background   Movie   Help

- Materials
- Mesh
- Hierarchy
  - VOLCANO_TEST
- H-LOD
- Mesh Collection
- Aggregate
- Emitter
- Primitives
- Sounds

Object controls

Ready

Polys 13106   Particles 600   Camera 860