
Subject: Re: [MapPack]-4.0- server online
Posted by [Blazea58](#) on Wed, 07 Mar 2012 08:51:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've been creating a "lower polygon" map for Jelly server during the last week, and it's starting to come together now. I won't be adding anything more then they did in the stock renegade maps, so there will be a few props, and trees/plants but nothing overboard.
Its at around 5k polygons right now, and shouldn't be any higher then 7500 when its finished. I hope to see this server being marathon as there is no other way to play renegade

This is all WIP, some things aren't textured, other things like water is temporary. I want the gameplay to be really focused towards rushes, and also geared towards giving infantry many sniper points looking into each base. Yea everything is close together, but that will make the gameplay interesting.
