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Subject: 2d Tileset's

Posted by [Aircraftkiller](#) on Sun, 07 Mar 2004 20:08:15 GMT

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What would be the point? You can't make a tileset based on random 3D art, unless you were to create one for every single level with its own unique tileset.

I don't get what sense there is in doing this because there's no logical way to implement it.

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