Subject: 2d Tileset's
Posted by IRON FART on Mon, 08 Mar 2004 04:07:31 GMT
View Forum Message <> Reply to Message

I'm not 100% sure what you mean by:
Quote:convert the standard maps to an acurate "Scaled" 2D Image
Do you mean making a top-down image of a Remegade map into an RTS style map?

If so, take a look at C&C_Under. How are you to make the tunnels or caves, or the area under hilltop?

3D>2D doesn't work well.