
Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:17:00 GMT
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that a while i draw the plan for this map! today i began to work on it. what it is so different from normal map? Reality! real building not like the map cnc_city...there a snip of the nod Hotel
image1 image2image3

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:32:00 GMT
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wowthat looks like it took u a long timegj

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:35:00 GMT
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hum took me about 5 h to make all the stuff!!now need to put texture, materials and maybe some object (bed, stair, table...) and reduce poly count. now it have 8000 poly. after optimization almost 1000![May 01, 2002: Message edited by: Francois]

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:40:00 GMT
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radical dude!i dont feel so good...

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:44:00 GMT
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hum, it is good or not?

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:46:00 GMT
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that was a good dont put stuff inside it though, like beds

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:47:00 GMT
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ok

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:50:00 GMT
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i tried to make a map, but after 10 minutes i got bored and started playing JK2 i never got back to the map, JK2 bugged out, my comp crashed, and i gave up

Subject: my upcoming map : Urban Chaos!!!!
Posted by [Anonymous](#) on Wed, 01 May 2002 19:52:00 GMT
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o0commander0o, are you the zapudead that i kept sniping on city a few weeks ago?i got you like 10 times when you had 500 whatever snipers, LMBFGDAO
