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Subject: Small team deathmatch map  
Posted by [blaxsaw](#) on Tue, 17 Jun 2003 20:22:07 GMT  
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<http://www.n00bstories.com/image.view.php?id=1054913836&gallery=1219>

<http://www.n00bstories.com/image.view.php?id=1261082164&gallery=1219>

<http://www.n00bstories.com/image.view.php?id=1188327373&gallery=1219>

This is a small, low poly team deathmatch map. I haven't used any alpha blends as the edges between different textures seem to blend fairly well as it is. No official textures are used. I may design a few more deathmatch maps before releasing it. The map is suitable for small games. In this level my FPS is averaging at about 30. What do you think of this map and should I design similar themed maps to go along with it? I haven't thought of a good name yet so any suggestions would be useful.

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Subject: Small team deathmatch map  
Posted by [Imdgr8one](#) on Tue, 17 Jun 2003 21:16:22 GMT  
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looks perty.

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Subject: Small team deathmatch map  
Posted by [Captkurt](#) on Tue, 17 Jun 2003 21:53:18 GMT  
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name it, release it, if it flies, it flies. yippie!.

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Subject: Small team deathmatch map  
Posted by [maytridy](#) on Wed, 18 Jun 2003 16:26:34 GMT  
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Most of the textures look stretched or pixelized. Other than that, looks "perty".

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Subject: Small team deathmatch map  
Posted by [laeubi](#) on Wed, 18 Jun 2003 17:05:08 GMT  
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Check your PM!

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Subject: Small team deathmatch map  
Posted by [ohmybad](#) on Wed, 18 Jun 2003 17:38:43 GMT  
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I think the pixel look comes from the proformance settings being low. maybe.

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Subject: Small team deathmatch map  
Posted by [SomeRhino](#) on Wed, 18 Jun 2003 18:43:07 GMT  
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Yeah, the texture detail settings must be low in that picture.

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Subject: Small team deathmatch map  
Posted by [pulverizer](#) on Wed, 18 Jun 2003 19:12:19 GMT  
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nice map .

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