Subject: Unique Map Idea -- Twenty-Million Structure Maps
Posted by icedog90 on Mon, 25 Apr 2005 03:19:06 GMT
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z310I don't think the game engine can handle that. :\

Of course it can, easily. There's already a level like this, although it only has two of everything.
But even that was enough, I've played it in a big server before and it takes a loooong time to end.