
Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Aircraftkiller](#) on Wed, 30 Apr 2003 02:29:02 GMT
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Quote:Started by SEAL, Post by SEAL

Update: Apache got my map into a .mix file and everything, but there were many problems, some of which effected gameplay, giving GDI an advantage (yes BOB, i know), and there was a point that you could even walk off the end of the map. i knew if i fixed them in gmax, Apache would have to redo ALL his work in Level edit. i didnt go to school today because i was sick, so i spent the morning doing all the tideuos work in level edit: spawners, purchase terminalsm building controllers, sounds, etc, and i sent him that file. so all he has to do is put the waypoints in and stuff (the stuff that i dont know how to do, but is not tedious once you know how to do it). hopefully he wont be so tired of helping me out that he'll do it, but only time will tell. Since the biolab .zip that ACK posted on renegade realm doesnt even have all of the textures included (idiot!), and i dont know which they are (they might even be custom textures), the biolab had to be excluded. but i fixed it so it doesnt look like a huge empty space. other than ALL that the map is pretty good. my dream is to be eventually called AircraftkillerKiller.

Interesting, to say the least.

I never made any Biological Lab. That was OrcaPilot26.[/code]
