Subject: Re: New map-creation system idea
Posted by Veyrdite on Sat, 05 Jul 2008 00:13:03 GMT

StealthEye wrote on Fri, 04 July 2008 20:06How is this different from normal maps? The map does not have to include the resources it uses as long as they are in always.dat (or any other mix archive in the data folder actually)
You mean mixs...oh
I'm a total idiot!