Subject: Re: New map idea
Posted by Generalcamo on Mon, 13 Dec 2010 21:20:56 GMT
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Terrain is temporary, I figured out how to do more stuff with RenX. The Base positions will still be right there, but I will add more detail.

EDIT: How do I make cinimatics similar to what we see between single player missions? I would like these to play in the beginning, and one or the other at the end.