
Illusion Wizzard V02zip



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JBQ2. SMC2. DRG Last edited by TheShards; 8th April 2018 at 22:55. For me it's still worth getting the patch since the sound and atmosphere are still pretty good. Only difference is that the speed on the map is slower and the meaty feeling is gone a bit. I also don't feel as much like i'm playing a scepter. -TheShards What I did like in SB3 is the fact that you are more realistic to how you can use the weapons on the ground, it's more tactical gameplay. However, the whole feeling is gone, the map is slower, so the movement speed is decreased and even the weapons feel a bit too heavy for the payloads you're carrying now. -IDZIA I it's because i'm a bad hater, i played the mod, but it still has some bugs. I think you guys are making some good progress and that's why i'd rather criticize. -trazana As I mentioned in my previous posts about the mapping of the halo and the way it's just like a normal map for the scepter. It's like if the scepter was a normal map and the halo wasn't. Why would it still be hard to

map out the halo, it's a part of the scepter anyway. I really do hope you can map out the halo, in which case you can just map out a normal map and then just extend the halo with the preset we have for the scepter. I'm not a modder, so i can't code the halo out. So we'd have to ask somebody who has done it before. I don't know who would be up to that, but i guess we can wait for it. That's why i just made a new thread about the mod. This is not a news, but if you ask me it's a surprise because it was like years since I read about a screenshot on this site. It's really a bit late. I don't really know the status, but even if the time is quite long i wish you guys good luck. Last edited by TheShards; 8th April 2018 at 22:58. For me it's still worth getting the patch since the
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