Subject: Changing the axis of rotation in gmax/renx Posted by Anonymous on Fri, 03 Jan 2003 21:34:00 GMT View Forum Message <> Reply to Message

that isn't commando, those are the textures them self, they where not made in the correct size formats for the w3d/dds compatability...

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums