
Subject: useing models from other CnC games
Posted by [JVP](#) on Thu, 27 Mar 2003 22:22:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

TS uses voxels for vehicles (coloured blocks on top of each other - like lego or something) and shp(bitmap) for buildings
me and the TS Revolution team are currently making a mod for renegade based on the TS units.
