Subject: Map skins
Posted by General Havoc on Sun, 02 Mar 2003 00:34:05 GMT

Nope glass won't work and it doesn't. The reason is simple, the mesh you applying it to needs to have properties set so that it can be transparent. Strangly enough the game lets you replace rediculous stuff, like weapons projectiles the size of a mammoth tank (trust me, don't try it). Most stuff can be skinned, it is possible to skin something like the Infantry Barracks which looks good if you skin it right.