Subject: Re: Problem with building in RenX
Posted by Di3HardNL on Sun, 02 Mar 2008 16:20:19 GMT
View Forum Message <> Reply to Message

Dthdealer wrote on Sat, 01 March 2008 23:16I don't thinks its possible in Renx.

But for original vech's sometimes you see smoke/fire to when it is damaged. Is that done in leveledit or something?