
Subject: Re: Wireframe Mode C++

Posted by [_SSnipe_](#) on Thu, 22 May 2008 05:18:10 GMT

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Dthdealer wrote on Wed, 21 May 2008 21:57I never knew the W3D engine could handle this!
(exception of the LE rendering engine)

Any chance we can have this as a script in the next release?

JFW_Custom_Enable_WireframeMode

john wil have u seen this message yet? you said report any errors in this mode will this post is one
