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Subject: Re: Wireframe Mode C++

Posted by [\\_SSnipe\\_](#) on Fri, 23 May 2008 14:46:12 GMT

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madrackz wrote on Fri, 23 May 2008 07:24Dthdealer wrote on Fri, 23 May 2008 06:06C++ is server-only, and cannot be added to a map file.

I'm going to put a wire frame texturing(UVW mapping)tutorial on RenHelp.net soon, just to let everyone know.

I think you can with Daves arrow  
now you know mad is gonna try it

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