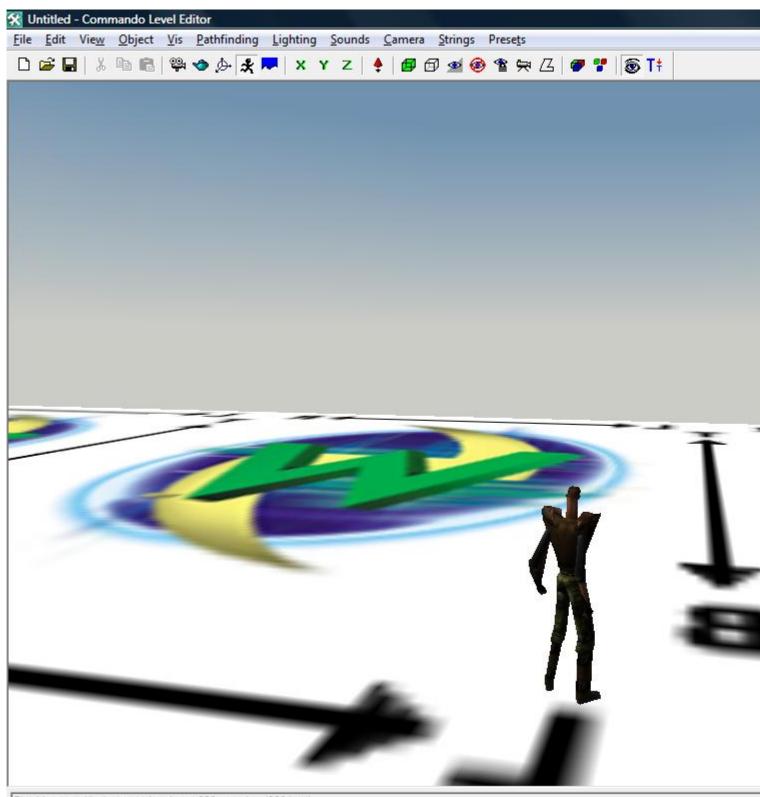
Subject: Re: Resize a model without RenX Posted by HeavyX101- Left on Thu, 19 Jun 2008 19:13:52 GMT View Forum Message <> Reply to Message

You could resize chars in LE Have a look at what i did here

File Attachments
1) haha.jpg, downloaded 513 times



TimeManager::Update: warning, frame 839 was slow (2824 ms)

DirectInput: Init

F:\Projects\Renegade\Code\combat\directinput.cpp (84) Assert: DirectInputLibrary == NULL





