Subject: Re: C&C Renegade Commando Present C4
Posted by ErroR on Sat, 29 Nov 2008 20:27:36 GMT

Niko wrote on Sat, 29 November 2008 21:57Ghostshaw wrote on Sat, 29 November 2008 13:52It uses a normally unused bone that has a different damage factor. Request file to be removed.

holly shit.. so... its possible to increase damage inside the w3d model OoOOoooOO
like i say, its from "ren 2000 beta asset"

file removed as requested

to avoid this kind of situations in the future, i just wont release anything here anymore
it seems it uses only MuzzleA0, eject and origin o.o