
Subject: Re: RELEASED NOW - Tiberium Refinery Interior
Posted by [Di3HardNL](#) on Thu, 25 Dec 2008 10:57:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Wed, 24 December 2008 21:29: Die can I have permission to edit it just for me to remove the smoke since the smoke or w.e fucks up my fps

of course you can edit whatever you want

If you want the mist totally removed simply remove ref_mist2.w3d out of your data
