
Subject: Re: Still working on it
Posted by [Reaver11](#) on Wed, 15 Jul 2009 09:52:57 GMT
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Btw Yazoo I tried opening those doors in 3ds but it refuses to. Since I apperantly dont have a few files which are needed to open it.

Prosound.dlc
Storageandfilter.bms
(Superclass: 0xD00 error)

I'm still thinking about the building damage aggergates.I will have to look up how westwood rigged up those callboxes I'm a bit unsure how they did that. If anyone knows the trick to that please say it

Also thanks for the comments and help guys! Just say which parts need improving, sometimes I get a bit blinded of what to fix and do.
