Subject: Re: Skins are for fags?
Posted by R315r4z0r on Wed, 21 Oct 2009 03:31:17 GMT

Well, I just used the W3D engine as an example. My point was a 3D model can't be altered just by viewing it in a different game.

Extracting Walls_Flying and putting it into Crysis wont make the map look any better.