Subject: Re: Importing your own Gmax file as a preset Posted by sauron--the--king on Mon, 29 Nov 2010 16:28:29 GMT View Forum Message <> Reply to Message

I see that people don't know how to help, because I haven't got an answer yet. Well, if someone had the time for me, you could make a preset in .W3D-format for me. It should be very thin and 5 metres in length. His skin should look like this:

I hope someone is willing to help.

Kind regards, Sauron

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