
Subject: Renegade material type, rock,metal,wood etc
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 12:40:01 GMT
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So far what i noticed that the material types make like glass (Obviously) work like glass. but the main thing i find is, that when you set it as metal, it shows a bullet hole when shot when you set it to heavy metal, it doesnt. and the same with many other things.
