
Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sat, 27 Mar 2004 00:34:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

I take it those ovals of blood are from being shot? If so, explain how you did it, I'd like to implement that into Renegade Alert. We already have blood textures for that purpose ready, just no use for them yet.
