Subject: Broken Surface Effects Posted by maytridy on Thu, 08 Apr 2004 21:30:23 GMT View Forum Message <> Reply to Message

Well, if you made the track texture long enough, you would only have 4-6 bullet holes per tank. Plus, the track texture would dissapear in about 20 seconds anyway.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums