Subject: Renegade Map Making Tutorial Posted by BabyCatjuhh on Mon, 07 Jun 2004 06:01:21 GMT View Forum Message <> Reply to Message

I have set the waypaths.. They work for the GDI harvy, but not for nod's. Also the Obelisk's firing animation is way above the ob itself..

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