Subject: Infantry Aggregates Mod Posted by Sanada78 on Thu, 17 Jun 2004 22:52:49 GMT View Forum Message <> Reply to Message

You could just modify the extenal ag. and put a mesh by the window to block shots. That way you wouldn't loose the lightmapping.

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