
Subject: first beta screens of Chronowar (Red Alert 2 mod)
Posted by [Anonymous](#) on Thu, 21 Nov 2002 13:01:00 GMT
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Klesk -- question?on that barracks statue -- did you make it "collidable"? (standard and destroyed)if you did - you may want to set it off - and surround it with hidden "blocking" meshes.It will speed up display - and take a load of the game engine...Looks sweet by the way...
