## Subject: Hjelstrom
Posted by Anonymous on Mon, 22 Apr 2002 19:38:00 GMT
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yo Hjelstrom i hope you answer this...is there going to be a new version of the commando editor or ren x? because there are somethings that need to be added/fixed...1) when you apply a texture to a plane or object or somethin, it stretches really big - and i tried applying a uv map and then changing the length and width, but there should be an easier way.2) more help on the tuts for getting the defensive structures to work3) help on making tunnels4) ANY help on the strings?5) why is the barbed wire on the barracks, and the two (nod and gdi) refs parts in the front all one object? that restricts us from moving a base, since the other base's object (s) will come too.6) there are more but i can't think of any... guys if u have any post 'em here, maybe greg will get to this topic.