Subject: mod tools bug fixes (IMPORTANT update) Posted by jonwil on Sun, 11 Jul 2004 11:22:38 GMT View Forum Message <> Reply to Message

btw, I probably wont be fixing anything in the gmax plugin (for a bunch of reasons including the fact that I wouldnt know where to start when it comes to reverse engineering it)

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