Subject: Damageable doors?? Posted by Dave Mason on Sat, 22 Jan 2005 17:30:51 GMT View Forum Message <> Reply to Message

What he means is that when you attack a building, if your projectiles hit the door, it doesn't damage the building.

He doesn't mean to stop the doors from working. He wants to know how to make buildings take damage when the door is attacked.

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