
Subject: Credits the no Ref

Posted by [SuperMidget](#) on Sat, 26 Feb 2005 13:42:43 GMT

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On DM maps (eg. Islands_KOTH) How do they make the credits rise even when there's no tib ref? I ask because I am in the midst of creating my first map, which happens to be a DM map, and i need to know how to do that.

I'm still a noob but only with Leveledit now. I've learned RenX really well.

(theres nothing about this on renhelp.co.uk)

Thanks.
