Subject: Re: Beacon models (yet again)...please don't delete Posted by Oblivion165 on Wed, 01 Mar 2006 19:45:14 GMT View Forum Message <> Reply to Message

Make sure to put some collisions on it, otherwise its invisible to everything.

Physical would work, now that its big, you will bump into it.

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