Subject: Re: Red Alert: A Path Beyond Update: Gap Generator + Special Effects
Posted by Chronojam on Tue, 27 Jun 2006 09:06:30 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Mon, 26 June 2006 05:18Oh yes, how could we possible think that scriptzones that enable fog could exist! Oh magical man, please show us what else you can do with your fire stick and cloacking enabled on a model.

The V2 should of been using the model replace since day one.

oh and Gif Video = No

While I'm sure you're the king of Renegade modding and can make moving script zones and adjust the fog in real-time before that feature is even in the engine or scripts.dll or bhs.dll addons, let me tell you that-- well you can't. Sorry.

Unless the whole part about hacking in the adjustable fog was all in my imagination

Also, yeah, Gif Video might load slow if you're on a 28.8k line.