Subject: Re: dino player Posted by Jerad2142 on Thu, 06 Jul 2006 03:15:56 GMT View Forum Message <> Reply to Message

Easiest possible way to do it is to delete the old world box and just import another charters world box, form my experience the charters mesh will not matter if physical collision is enabled or not (Has something to do with the WW binding)!

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