

Subject: Re: Kill Buildings

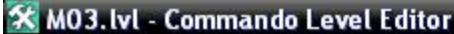
Posted by [mrÃ£Ã§Ã·z](#) on Thu, 30 Aug 2007 14:26:22 GMT

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And what i have to do now?

File Attachments

1) [M03_Ref.JPG](#), downloaded 334 times

 M03.lvl - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



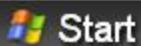
```
Selection set: mp_Nod_Refinery.152143 [VisObjectId = 1302, ]
TimeManager::Update: warning, frame 1720 was slow (2665 ms)
TimeManager::Update: warning, frame 2064 was slow (7470 ms)
```

Ready

M03x

Camera (-116.98,14.92,41.14)

Frame



 M03.lvl - Comma...