Subject: Re: All problems-Creating "Maps"/Modding terrain Posted by Slave on Wed, 03 Oct 2007 19:03:59 GMT View Forum Message <> Reply to Message

That's a leveledit setting, wich affects the turret rotation. By default the maximium rotation is set at zero, this guy increased the number.

Nice signature, it has powerful message that makes you think about life.

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