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Subject: Help need for "Rise of the Aliens" mod SP and MP

Posted by [Infinint](#) on Mon, 07 Jul 2003 17:25:52 GMT

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i am going to map for TBevo but i still need some qustions anserd and you seem to be running away so here :

your the level edit guy right so if i made some buildings with some break lines in them would be be able to make it so the building has health and you could shoot at it and make it eventuly fall to the ground, i want to use it on a map in a city. you can blow up the buildings.

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