Subject: Re: Permeable surfaces?
Posted by Yrr on Sat, 17 Nov 2007 04:20:30 GMT

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Dthdealer wrote on Sat, 17 November 2007 04:11How would someone need to use it? As in why? Does it load faster, or have a different property, such as not displaying the hud around an object while targeting through the mesh?

Afaik do permeable surfaces not block C4, while non-permeable surfaces do.