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Subject: Re: Tiberium

Posted by [Trio](#) on Thu, 27 Dec 2007 06:23:32 GMT

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Renx wrote on Wed, 26 December 2007 23:50Cabal8616 wrote on Wed, 26 December 2007 22:43You could probably replace the models of some of the tiberium crystals in Renegade. Most of them have collision disabled, so it wouldn't make a big difference.

It's all just textures in the original maps. Only custom maps use models, usually the ones Aircraftkiller made.

why cant this model be used like any other model you can extract into your data folder?

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