Subject: Re: GoldenEye Mod
Posted by N1warhead on Thu, 29 Jan 2009 22:38:18 GMT

Gen_blacky; really?

Do you have them in a .MAX format?

W3d will work; but prefer .MAX so it's easier to mess with and stuff.

And he makes a point; why don't you help make the mod, while at the same time test the stuff that's getting made .