Subject: Re: Multiple worldboxes Posted by Veyrdite on Tue, 03 Mar 2009 04:42:23 GMT View Forum Message <> Reply to Message

This would just be an added feature, and would not be enforced on the existing renegade-model world-boxes as theirs are normal boxes.

The aim of this is to allow modders better control of object collision, namely for aircraft.

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