Subject: Re: Scripts 4.0 vehicles
Posted by saberhawk on Mon, 09 Mar 2009 04:56:09 GMT

Gen_Blacky wrote on Mon, 09 March 2009 00:31meh why not make 2 sets of vehicles in scripts 4.0 , one without lod and the other default for people with crapy computers. Whole idea is to improve renegade from its current state.

No. Vehicle meshes are staying the way they are.