Subject: Re: Introducing Tiberian Technologies!
Posted by Renardin6 on Wed, 21 Oct 2009 08:55:17 GMT

EvilWhiteDragon wrote on Mon, 19 October 2009 06:25
2) If you make more detailed models then we could perhaps implement them. Currently there is no one on the TT staff that would be able to do things like this.

I think most of those are ready on a mod Called Renegade X. Maybe you should get in touch with them.