Subject: Re: GDI MRLS vehicle bones problem Posted by E! on Mon, 22 Aug 2011 18:58:20 GMT View Forum Message <> Reply to Message

same for me as i figured that out. however does your first and last wheels of each track work as they should?(i guess they shall only turn cause they don't touch the ground)

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