Subject: Re: Reduce Arty screen shake feature Posted by iRANian on Sun, 18 Sep 2011 17:47:42 GMT View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Sun, 18 September 2011 08:39Supplying a different objects file in the package would do the trick afaik... As it is set in the objects file... Me and Zunnie tried this a month or so ago, but the client didn't load the modified objects.ddb, unless that was recently changed.

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