Subject: Re: Mission 'All Brains, No Brawn' mesh occlusion/culling problem Posted by jonwil on Sun, 15 Feb 2015 11:11:51 GMT View Forum Message <> Reply to Message

This looks like a vis issue and not something we can do anything about as far as I can see.

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