Subject: Re: 4.3 RC3, maps and DA Posted by iRANian on Fri, 27 Jan 2017 10:34:03 GMT View Forum Message <> Reply to Message

Yeah I originally wanted to use an invisible wall but I couldn't find one.

There are actually a ton of map bugs, not even talking about VIS ones.

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