Subject: Reborn W3d Files
Posted by ingram091 on Sat, 01 May 2004 05:56:10 GMT
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OK I have sent 5 W3d files to mac ages ago and it is still not allowing these models. ok I get it.
However, You say you work with reborn but you will not aurthorize the reborn models for
renegade. that makes no sence... its the same thing, all I did was extract the weapon models out
of reborn to use in renegade. I have done this for a LONG time. So Now I just have 2 Renegade
directories, cause I doubt they or ANY other w3d file will EVER be allowed no matter what they
say... I respect them for the effort, but its yours now. you can keep it... I would only ask that you
retract the statement that you will work with reborn, as you do not support their models, unless in
the reborn exe.

OK I'm ranting and I dont mean too... I'm just frustrated that I have to have 2 directories now. one
with renguard and one without.

ingy...