Posted by jonwil on Sun, 04 Jul 2004 06:09:49 GMT
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We am working on fixes for various map-related fixes (including b2b on islands, weapons factory glass and other stuff) but there is a problem.
The way we were origonally going to fix this stuff isnt working because the game doesnt pick up the mesh changes (something to do with the dynamic culling system or something)

So, anyone know a way to solve this that doesnt involve re-exporting all the maps? (which is a problem since we are doing stuff to the building interiors too like blockers to prevent vehicles from getting inside them)