Subject: Pentagram Posted by Deafwasp on Mon, 14 Apr 2003 17:14:32 GMT View Forum Message <> Reply to Message

But wasn't the elevator problem caused by the game being confused on where the elevator should be?

Won't it be smooth because it is just an animation that moves, pushing things in its path?

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