Subject: Re: Red Alert: A Path Beyond - Painted Mammoth Tank
Posted by Oblivion165 on Thu, 02 Mar 2006 14:19:34 GMT
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Very nice, how are you going to implement the 3 versions? Sounds like it would throw Mix's off by changing the PT item.

Maybe there is a way with a global script you can place somewhere. Change Vehicle on Buy, 0 = Winter 1 = Desert 2 = Forest.

Awsome Idea.

EDIT: Easier idea, just name all the textures the same and place it in the mix. Bah, im sure you got it worked out.