Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation
Posted by SuperFlyingEngi on Sat, 29 Jul 2006 02:47:38 GMT
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Well, I have another, slightly unrelated question:

How does (Or can, as the case may be) one going about creating an infantry aggregate, like Havoc's bandana released in that one infantry aggregate pack?

EDIT: Syntax errors.