Subject: Re: A Discussion of the Technical Feasibility of Importing Meshes as a Process of Map Creation
Posted by Oblivion165 on Sat, 29 Jul 2006 23:03:17 GMT
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PaRaDoX wrote on Fri, 28 July 2006 22:26lulz

not that hard when you look at it huh :V

if you look here   http://www.renegadeforums.com/index.php?t=msg&th=20390&a mp;a mp;start=0&rid=20296 you can get it. People have been haveing issues with it as there DX9 was fucked up so if you get error 126 download and install the newist DX9

Im blind! I even looked for something like that, awesome.