Subject: Re: Tank traps ? Posted by Cpo64 on Wed, 07 Feb 2007 21:47:03 GMT View Forum Message <> Reply to Message

You could open the level in level edit, go into the terrain instances, and remove them by un-checking them. This probably would be the easiest method. However, it would be even easier to just place a tank on the other side

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