Subject: pkg --> mix I am still having problems,
Posted by Cpo64 on Thu, 06 Mar 2003 05:46:37 GMT
View Forum Message <> Reply to Message

I got it to work my way, by removing the ground and building exteriors from the "Terrain" w3d, leaving only the proxies, and adding the ground as a tile, it works now, 99%. Only problem I have now is the weapon spawn does not work, I will make my own spawn and see if that works. I should have pics and a release soon, but no promises.