

---

Subject: Re: Wireframe Mode C++

Posted by [mr£Ä\\$Ä-z](#) on Sun, 18 May 2008 23:14:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

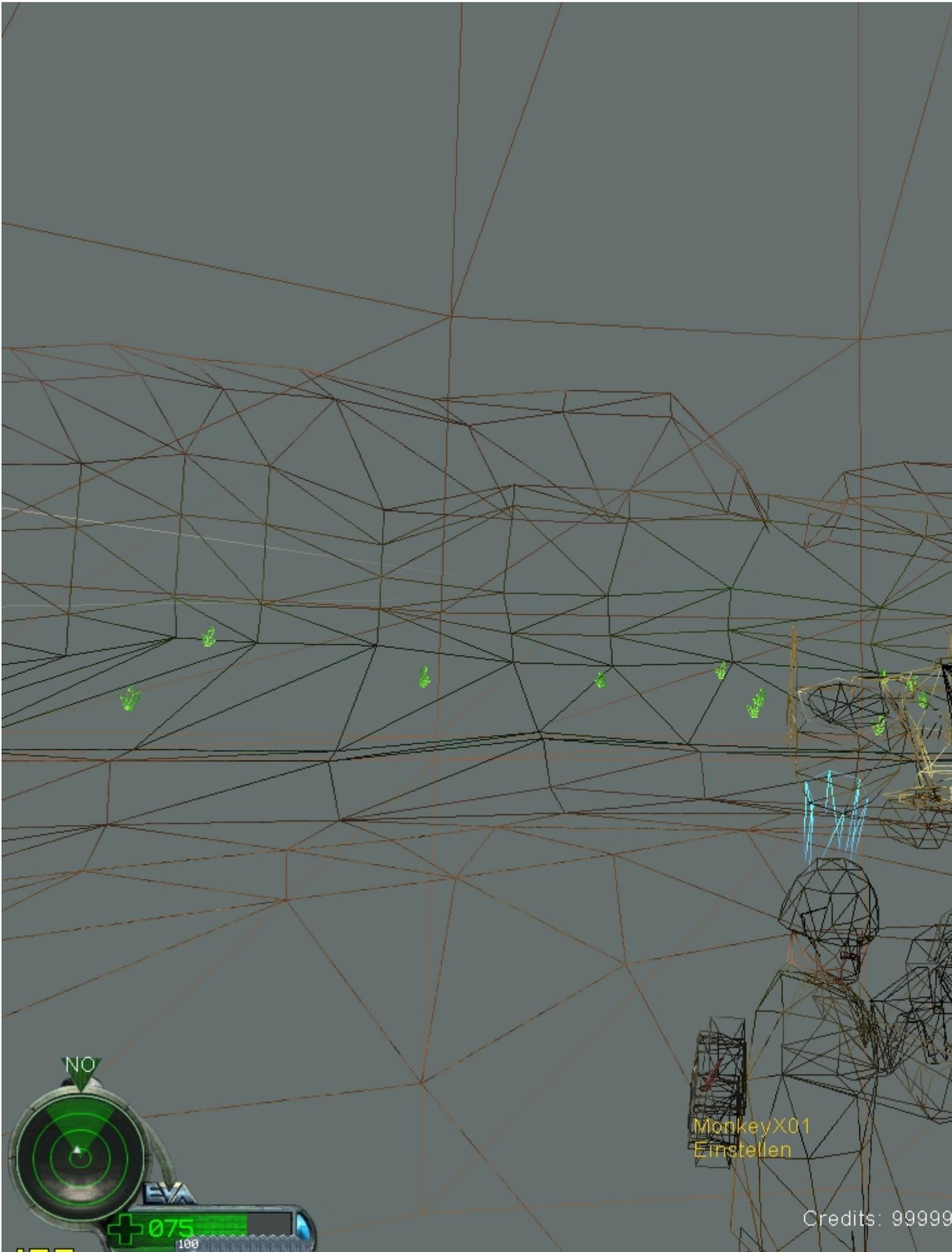
---

Heres a Ingame Picture:

### File Attachments

---

1) [Wire.jpg](#), downloaded 500 times



NO



MonkeyX01  
Einstellen

Credits: 99999