

---

Subject: Re: RELEASED NOW - Tiberium Refinery Interior

Posted by [\\_SSnipe\\_](#) on Fri, 26 Dec 2008 00:26:20 GMT

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

---

Di3HardNL wrote on Thu, 25 December 2008 02:57SSnipe wrote on Wed, 24 December 2008 21:29Die can I have permission to edit it just for me to remove the smoke since the smoke or w.e fucks up my fps

of course you can edit whatever you want

If you want the mist totally removed simply remove ref\_mist2.w3d out of your data  
Ok that will be a shit load easier.. thanks

---