Subject: disappearing mines Posted by General Havoc on Thu, 16 Oct 2003 20:19:16 GMT View Forum Message <> Reply to Message

Make sure that you have "Projectile" collision enabled on your terrain before you eport the mesh to Level Edit. If you forgot to do that then just export it againa nd update the file in the level.

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