Subject: Re: START_TIMER Parameters Posted by reborn on Wed, 11 Aug 2010 07:20:12 GMT View Forum Message <> Reply to Message

I am happy to help, but you do not need to create a timer to change their model. You could over come this "Jesus position" problem by changing their preset, and then granting them the same health, armor, weapons and ammo as their previous character. This would make it appear a transitional change, rather than a state.

The freque have happen a handhener change, railer than a claicr

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