Subject: C&C Commando: Tiberium Harvester Posted by Deactivated on Fri, 28 May 2004 17:54:00 GMT View Forum Message <> Reply to Message

AircraftkillerAll you had to do was select the edges and scale them inward, then weld the vertex points... And put the wheel texture on that.

Interesting but... Sorry, you're wrong again.

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