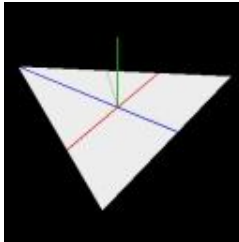




[WHAT IS
3D RAD?
CLICK
HERE
3D RAD
Forum](#)



[Airfoil](#)



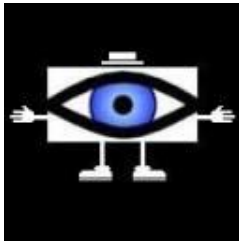
[AnimationContr...](#)



[Ball](#)



[Buoy](#)



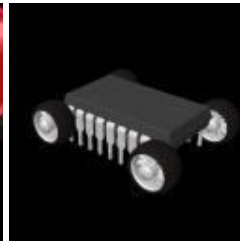
[Cam1StPerson](#)



[CamChase](#)



[Car](#)



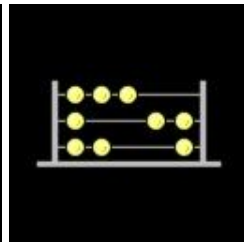
[CarAI](#)



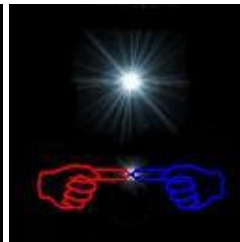
[Character](#)



[ConfigureContr...](#)



[Counter](#)



[EventOnContact...](#)



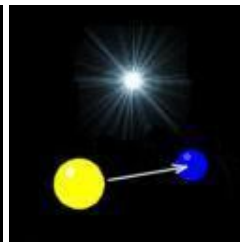
[EventOnInput](#)



[EventOnLocatio...](#)



[EventOnObjectI...](#)



[EventOnProximi...](#)



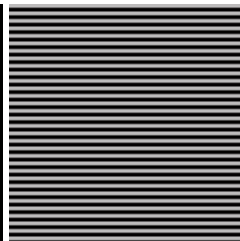
[EventOnValue](#)



[EventTimer](#)



[ExitFade](#)



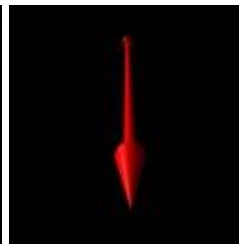
[Fog](#)



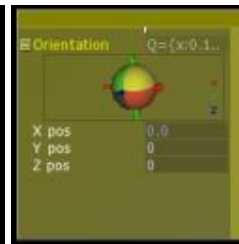
Force



ForceFeedback...



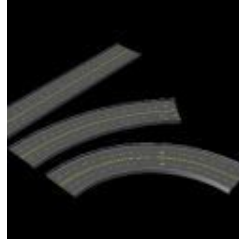
G-Force



GUIWindow



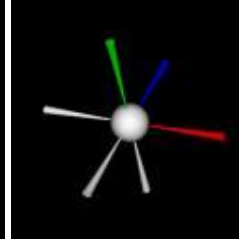
Group



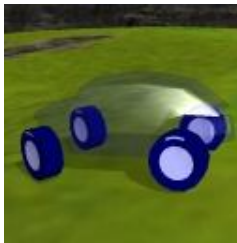
HighwayConstru...



Imposter



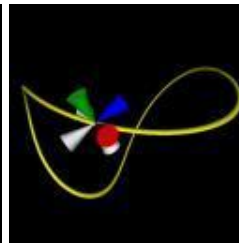
Joint



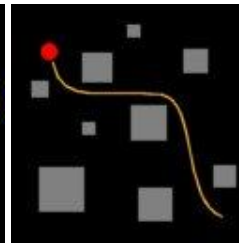
PCar



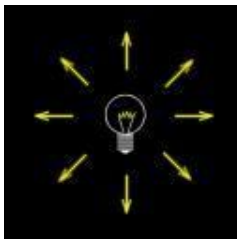
Particles



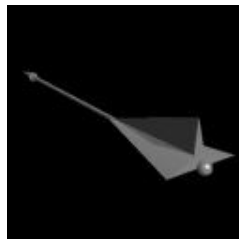
Path



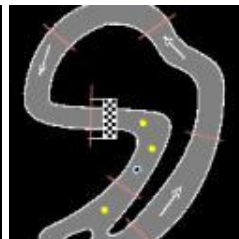
PathFinder



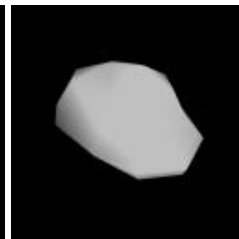
PointLight



Projectile



RaceTracker



RigidBody



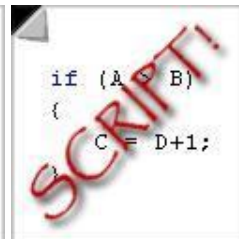
Rock



Scanner



Script



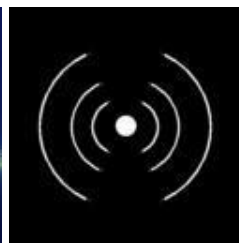
Script referen...



SkinMesh



SkyBox



SoundEffect



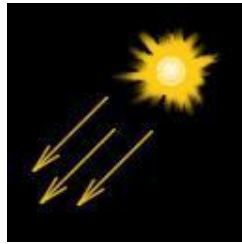
SoundSource



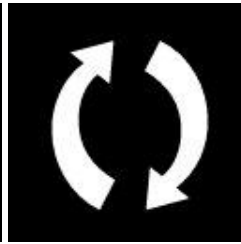
Spring



Sprite



SunLight



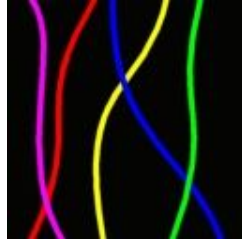
Switch



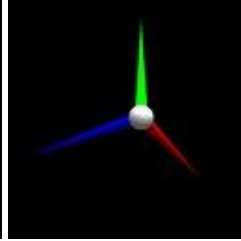
Terrain



TextPrint



Trail



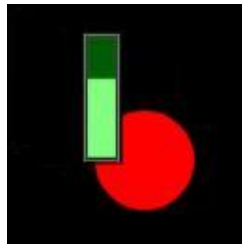
Transform



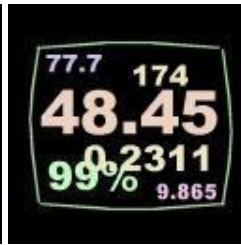
Tree



ValueLabel



ValueLabelBar...



ValuePrint



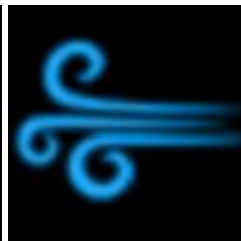
Velocity



Waypoint



Wheel



Wind



help_compiler...

