
Subject: Re: C&C Arid
Posted by [PlastoJoe](#) on Mon, 21 Aug 2006 18:26:58 GMT
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Halo38 wrote on Sun, 20 August 2006 10:38
The 3000 credit character on nod is a character that I made:

http://www.chettle1.com/chettle1/projects/work_pro_flange.html

It was just brilliant to see this model that has only ever ran and walked can now run jump crouch etc... and almost has a personality about her now, the high price is to stop everyone running around as her as she isn't part of the C&C universe, she is identical to sakura character preset, bone and projectile collision wise.

For those of you who play online will know the pain of having cheap extras (4 sedans used as sniper transport will hurt your vehicle limit alot - inconsiderate pricing of extras can be team hampering created by us mappers) hence why there are 2 trucks and sedans to use as transport and gdi have these removed from there extras

That's a pretty impractical battle outfit

But the map looks kickass, and if you're getting contacted by Reborn for your maps then that pretty much says it all.
