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Subject: Re: C&C Robot Wars: Build Your Own Bot!  
Posted by [Carrierll](#) on Tue, 15 May 2007 14:22:39 GMT  
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Wireframes comming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Attached.

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### File Attachments

1) [Robot Wars.zip](#), downloaded 284 times

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