Subject: Re: C&C Robot Wars: Build Your Own Bot!
Posted by CarrierII on Wed, 16 May 2007 09:13:15 GMT

CarrierII wrote on Tue, 15 May 2007 09:22Wireframes 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.

Cabal?