Subject: Re: RA_Fjord
Posted by Gen_Blacky on Sat, 11 Jun 2011 02:47:52 GMT
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1. Rep^Nod_Pad.gmax is the one im using with textures rep^NOD_pad.tga , rep^GDI_pad.tga.

There are these other 2 models in Ren Building Assets.

2. Haven't added Advance Com Center yet.

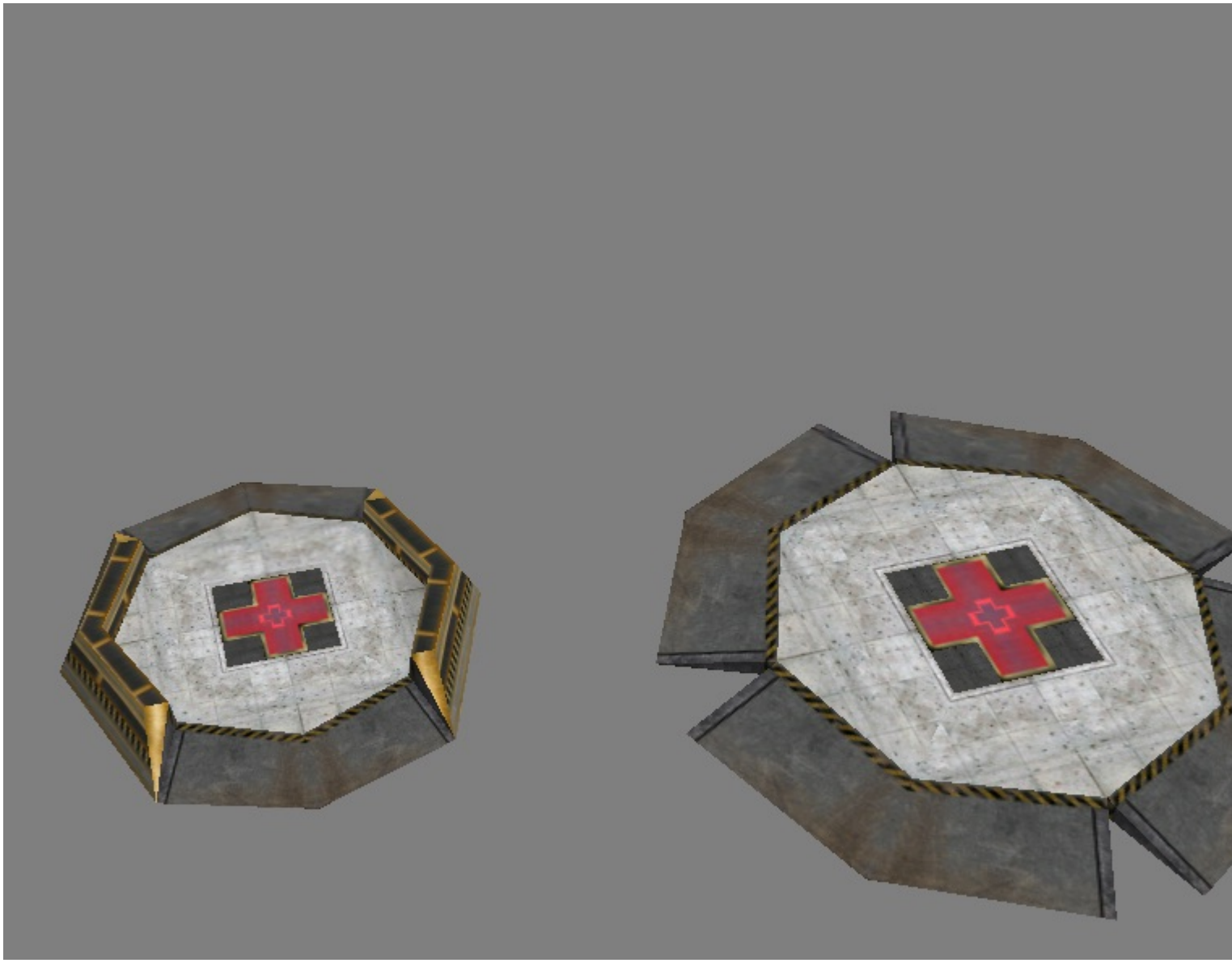
My idea was

Normal com Center for Radar.
Advance Com Center and Nod Shrine for Beacons.

I wasn't going to use the Adv com center but I can see you actually made the adv com center interiors that actually looks good.

I modified some of the aggregates, for the most part they are all the same that are in the ren building asset pack.
Some of the existing building packs like the ones that where on Renhelp.net for years had missing proxies our incorrectly named ones.

Right now this is only in gmax a flying and non flying version. I might setup one for 3ds max not sure.

File Attachments

1) reppads2.jpg, downloaded 1480 times