Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 07:20:00 GMT
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http://www.n00bstories.com/image.view.php?id=1810758217http://www.n00bstories.com/image.fetch.php?id=1936681794http://www.n00bstories.com/image.fetch.php?id=1242004537http://www.n00bstories.com/image.fetch.php?id=1297217672http://www.n00bstories.com/image.fetch.php?id=1926646289http://www.n00bstories.com/image.fetch.php?id=1356075014Tell me what you think

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 07:26:00 GMT
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I think it is very good but can I give you a different model to use in place of those WS street lamps?

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 07:30:00 GMT
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Its a four headed lamp I made for parking lots or fo bases : here

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 07:32:00 GMT
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oh also (sorry for the 3 posts I made) I think on the wooden bridges you should rotate the texture 90degreez so it looks better, and make all your grass meshes [box] 7x7x7 to make em less blurry.

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 07:37:00 GMT
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Anti-ACK aren't we?

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 07:39:00 GMT
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quote:Originally posted by DeafWasp:and make all your grass meshes [box] 7x7x7 to make em less blurry.Done

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Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 08:31:00 GMT
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quote:Originally posted by Beanyhead:Anti-ACK aren't we?   posted in the wrong thread perhaps?

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 09:13:00 GMT
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nice map Beany

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 13:06:00 GMT
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Just one question, C&C_DMPlains or C&C_CTFPlains ?

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 13:10:00 GMT
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CTF, I just didn't change the name yet

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 16:38:00 GMT
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Nice map! I like the lamps DeafWasp. Nice job guys.

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 19:28:00 GMT
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so does yah want the lamp?

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 19:30:00 GMT
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Looks nice, and Deafwasp how that scrinn fighter ship DM or CTF map coming? [January 14, 2003, 19:31: Message edited by: forsaken]

Subject: [SCREENIES] CTFPlains
Posted by Anonymous on Tue, 14 Jan 2003 19:43:00 GMT
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