Subject: [model]Nod sydney v2
Posted by ErroR on Sat, 25 Oct 2008 12:00:30 GMT
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The new and imporved Nod Sydney

Special thanks to Di3   (for the model)

EDIT: the model din't work online.. well, fixed

File Attachments
1) Nod Sydney.rar, downloaded 224 times

Subject: Re: [Release]Nod sydney v2
Posted by IronWarrior on Sat, 25 Oct 2008 12:35:48 GMT
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Where is the download link nub.

And I like that arm.

Subject: Re: [Release]Nod sydney v2
Posted by LiL KiLLa on Sat, 25 Oct 2008 13:40:57 GMT
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well done gimmegimme

Subject: Re: [Release]Nod sydney v2
Posted by ErroR on Sat, 25 Oct 2008 13:48:24 GMT
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IronWarrior wrote on Sat, 25 October 2008 15:35Where is the download link nub.

And I like that arm.
I attached it   i think it's cuz i got an error when posted.
EDIT: For some reason it din't want to upload.. but i uploaded

---

Subject: Re: [Release]Nod sydney v2
Posted by ErroR on Sun, 26 Oct 2008 10:08:40 GMT
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comments ?

Subject: Re: [Release]Nod sydney v2
Posted by Di3HardNL on Sun, 26 Oct 2008 12:30:38 GMT
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it looks cool! especially the arm which i converted to it

Subject: Re: [Release]Nod sydney v2
Posted by ErroR on Sun, 26 Oct 2008 12:48:00 GMT
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o rly?

Subject: Re: [Release]Nod sydney v2
Posted by Canadacdn on Sun, 26 Oct 2008 17:18:40 GMT
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You should really scale down that mechanical hand. It's a lot bigger than her real one and looks silly.

Subject: Re: [Release]Nod sydney v2
Posted by ErroR on Sun, 26 Oct 2008 17:48:52 GMT
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Canadacdn wrote on Sun, 26 October 2008 19:18You should really scale down that mechanical hand. It's a lot bigger than her real one and looks silly.
it told him that

Subject: Re: [Release]Nod sydney v2
Posted by samous on Sun, 26 Oct 2008 20:13:29 GMT
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it's cool, i won't use it (i have another skin for syndey now, and that would interfeer with it), but its cool.

Subject: Re: [Release]Nod sydney v2
Posted by ErroR on Thu, 13 Nov 2008 19:43:08 GMT

EDIT: the model din't work online.. well fixed

Subject: Re: [Release]Nod sydney v2
Posted by Di3HardNL on Thu, 13 Nov 2008 22:31:21 GMT

ErroR wrote on Sun, 26 October 2008 11:48Canadacdn wrote on Sun, 26 October 2008 19:18You should really scale down that mechanical hand. It's a lot bigger than her real one and looks silly.
it told him that

wow, ask me again to model something for you. never heard you saying the arm was to big :S

Subject: Re: [Release]Nod sydney v2
Posted by _SSnipe_ on Thu, 13 Nov 2008 22:33:52 GMT

to big can be a hack cant it? if the arm is to big and sticks out of a wall easier or something where it should not show can be a hack right?

Subject: Re: [Release]Nod sydney v2
Posted by Di3HardNL on Fri, 14 Nov 2008 16:19:09 GMT

SSnipe wrote on Thu, 13 November 2008 17:33to big can be a hack cant it? if the arm is to big and sticks out of a wall easier or something where it should not show can be a hack right?

there are also parts in them odel which are less fat, so who cares

---

Subject: Re: [Release]Nod sydney v2
Posted by IronWarrior on Sat, 20 Dec 2008 07:33:13 GMT

Added to Game-Maps.NET at last.

http://ren.game-maps.net/index.php?action=file&id=1288

Sorry it took so long, been busy.