Subject: MODEL: GDI & Nod bunkers released
Posted by General Havoc on Thu, 06 Mar 2003 18:23:33 GMT
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I have released my GDI and Nod bunker models in W3D and Gmax format so you can edit and use them in your maps. I have also enabled Npatch on the rounded surfaces of the meshes so owners of ATI radeon cards should see some improvement in quality if they have this feature enabled.

Yo can get it from Dante's Mod Exchange
http://modx.renevo.com/showthread.php?s=&threadid=129

-General Havoc

Subject: MODEL: GDI & Nod bunkers released
Posted by Halo38 on Thu, 06 Mar 2003 20:20:34 GMT
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Nice, my outposts will be out soon too.

Subject: MODEL: GDI & Nod bunkers released
Posted by Deafwasp on Thu, 06 Mar 2003 20:44:53 GMT
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are those soda can holders?

Subject: MODEL: GDI & Nod bunkers released
Posted by General Havoc on Thu, 06 Mar 2003 21:29:02 GMT
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If anyone has an ATI Radeon with truform support then it would be good if you could add the bunkers to a map and test out how the Npatch work and if i need to also apply Npatch to the roof where it's curved. I'd like to compare a normal version to a version which has used trueform. If you could post some screenies that would be a great help.

Thanks

... soda can holders?