Could someone make the Field TS ref for me please???
i'd love it

File Attachments

1) ScreenShot01.png, downloaded 638 times

2) ScreenShot02.png, downloaded 652 times

Subject: Re: Make The Field TS Ref
Posted by slosha on Tue, 13 Jan 2009 04:38:48 GMT
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open xcc mixer and open the .mix

Subject: Re: Make The Field TS Ref
Posted by anant on Tue, 13 Jan 2009 05:29:59 GMT
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I dont have that program, would you be gennerious enough as to do it for me?

Subject: Re: Make The Field TS Ref
Posted by ErroR on Wed, 14 Jan 2009 11:52:32 GMT
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nvm

Subject: Re: Make The Field TS Ref
Posted by Di3HardNL on Wed, 14 Jan 2009 12:13:09 GMT

So you want that ref for only the map field or for every map?

Subject: Re: Make The Field TS Ref
Posted by ErroR on Wed, 14 Jan 2009 12:17:25 GMT

Di3HardNL wrote on Wed, 14 January 2009 14:13So you want that ref for only the map field or for every map?
i think every, but it has to be re imported into gmax because it does nothing if it's just dumped into the data folder

Subject: Re: Make The Field TS Ref
Posted by GEORGE ZIMMER on Wed, 14 Jan 2009 12:32:44 GMT

Considering that is has a downstairs and everything, that uh, kinda can't be done for a model replacement, lol. Unless you just mean the exterior...

Subject: Re: Make The Field TS Ref
Posted by jonwil on Wed, 14 Jan 2009 13:58:52 GMT

I suspect that that building (or most of it) is in the buildings.zip file on the westwood FTP.

Subject: Re: Make The Field TS Ref
Posted by ArtyWh0re on Wed, 14 Jan 2009 20:01:32 GMT

Does he want the building file to be placed in maps or just the skins/textures?

Subject: Re: Make The Field TS Ref
Posted by anant on Sat, 17 Jan 2009 21:09:22 GMT

Sorry i have not been home, i want it for ALL the maps please
Thanks
EDIT: Is there one for NOD too? If so please include it