
Subject: [Skin/model]Tib auto rifle bullet
Posted by [ErroR](#) on Tue, 13 Jan 2009 19:41:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Changes the Tiberium auto rifle bullet

P.S: I cannot attach both the image and the w3d why?

File Attachments

1) [e_tib_bullet.W3D](#), downloaded 228 times

Subject: Re: [Skin/model]Tib auto rifle bullet
Posted by [Goztow](#) on Tue, 13 Jan 2009 19:57:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

It seems there's a maximum of one file per message on this forum, but it's set to max 16 MB, instead of the max of 10 files, 1 MB each.

Subject: Re: [Skin/model]Tib auto rifle bullet
Posted by [Di3HardNL](#) on Wed, 14 Jan 2009 08:06:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

I think its pretty nice so if you want to release a big map you might be able to upload it here

Anyways, that looks pretty nice!

Subject: Re: [Skin/model]Tib auto rifle bullet
Posted by [Spyder](#) on Wed, 14 Jan 2009 10:23:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice, I've been looking for this kind of stuff. I hope there is someone who can provide me with such 'bullet' for PIC, Railgun, rocket trails etc. too

Subject: Re: [Skin/model]Tib auto rifle bullet
Posted by [ErroR](#) on Wed, 14 Jan 2009 11:33:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nero wrote on Wed, 14 January 2009 12:23Nice, I've been looking for this kind of stuff. I hope there is someone who can provide me with such 'bullet' for PIC, Railgun, rocket trails etc. too
It's just emitters which are not that hard to edit, like level edit but i'm not sure for the pic and railgun, because they use a beam effect. i'll take a look
