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Subject: turret

Posted by [JsxKeule](#) on Sun, 01 Feb 2009 23:10:31 GMT

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can some1 make me a turret skin like that  
and no i cant make it myself because gmax wont work on ym pc

### File Attachments

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1) [turret.JPG](#), downloaded 680 times



Turret



JsxKeule



NOD

100

100

Credits: 98694

Time Remaining

Subject: Re: turret  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 01 Feb 2009 23:20:36 GMT  
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Willst du den gleichen Turm oder so ein ähnlichen?

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Subject: Re: turret  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Feb 2009 23:21:21 GMT  
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Thats not a skin thats a whole new model (w3d)  
go to that map extract it and I think there more to do after that

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Subject: Re: turret  
Posted by [JsxKeule](#) on Mon, 02 Feb 2009 09:43:41 GMT  
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er kann auch nur so ähnlich aussehen  
and i cant extract w3d files in gmax

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Subject: Re: turret  
Posted by [Goztow](#) on Mon, 02 Feb 2009 10:08:09 GMT  
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English only, Madrackz. Bitte .

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Subject: Re: turret  
Posted by [JsxKeule](#) on Mon, 02 Feb 2009 10:17:11 GMT  
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the model can look like this on the pic with little changes

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Subject: Re: turret  
Posted by [Di3HardNL](#) on Mon, 02 Feb 2009 10:51:52 GMT  
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if you want to use this online as replacement for the nod turret it would be kinda onnoying since the shape is completely different.

altho if you keep the basic standard of the original turret and add this turret to it it might be cool right now i have no time, but i might make it..

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Subject: Re: turret  
Posted by [JsxKeule](#) on Mon, 02 Feb 2009 11:26:09 GMT  
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k tell me when you have finished

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Subject: Re: turret  
Posted by [mrÄ&Auml;Ä&Auml;-z](#) on Mon, 02 Feb 2009 14:43:00 GMT  
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Goztow wrote on Mon, 02 February 2009 04:08English only, Madrackz. Bitte .  
English only, Goztow

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