
Subject: C&C_Fallout_City
Posted by [Dreganius](#) on Sat, 16 May 2009 07:42:03 GMT
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Now that I've figured out the textures for City Flying, I couldn't resist. That digital texture I made in kill's thread was a bit random and took no time at all... But here's something I took some time to make, and I LIKE.

Image

At request of Goztow, I've also attached the .rar below.

File Attachments

1) [Fallout City.rar](#), downloaded 288 times

Subject: Re: C&C_Fallout_City
Posted by [_SSnipe_](#) on Sat, 16 May 2009 07:47:31 GMT
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I LOVE IT

Subject: Re: C&C_Fallout_City
Posted by [Scrin](#) on Sat, 16 May 2009 08:09:39 GMT
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SSnipe wrote on Sat, 16 May 2009 02:47 I LOVE IT
YOU LOVE EVERYTHING NEW!

p.s. nice work Dregy

Subject: Re: C&C_Fallout_City
Posted by [JsxKeule](#) on Sat, 16 May 2009 08:40:30 GMT
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i have tried that too
but i only got a underworld city
so nice job dreganius

File Attachments

1) [city01.JPG](#), downloaded 1403 times



E

JsxKeule



200

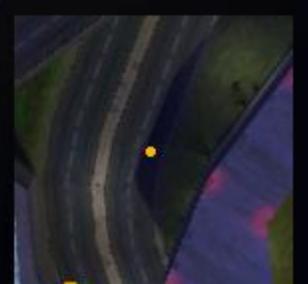
100

2) [city02.JPG](#), downloaded 1407 times



NE

JsxKeule



 200

 100

3) [city03.JPG](#), downloaded 1374 times



W



200

100

4) [city05.JPG](#), downloaded 1355 times



NW



200



100

5) [city07.JPG](#), downloaded 1342 times



E

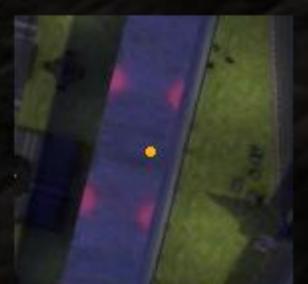
JsxKeule



200



100



Subject: Re: C&C_Fallout_City
Posted by [Player](#) on Sat, 16 May 2009 08:41:08 GMT
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Amazing
Good job

Subject: Re: C&C_Fallout_City
Posted by [ErrorR](#) on Sat, 16 May 2009 08:53:00 GMT
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z0mg today looks like a special day, with pretty picturs

Subject: Re: C&C_Fallout_City
Posted by [Xena](#) on Sat, 16 May 2009 08:58:52 GMT
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it looks amazing!

Subject: Re: C&C_Fallout_City
Posted by [Scrin](#) on Sat, 16 May 2009 09:01:16 GMT
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did someone could explain me one thing? why everyone shows DARK AND BLACK screenshots??? its realy hard to set brighter to 1.11+?????
(ah meyeb its bad video cards...)

Subject: Re: C&C_Fallout_City
Posted by [JsxKeule](#) on Sat, 16 May 2009 09:06:54 GMT
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here take this
that was my first mammy
its perfect when you want to have bright skins^^

File Attachments

1) [mammy\[2\].JPG](#), downloaded 1344 times



Mammoth Tank

JsxKeule

E

NOD

200

100

The NOD health indicator shows a circular portrait of a character with a red, spiky aura. Below the portrait is a green bar representing health, with the number 200 and a smaller number 100 below it.

Credits: 98119

Time Remaining: 00:00

Subject: Re: C&C_Fallout_City
Posted by [Scrin](#) on Sat, 16 May 2009 09:09:13 GMT
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i dont talks about bright textures, I TALK ABOUT YOUR GAME BRIGHTER OPTIONS

Subject: Re: C&C_Fallout_City
Posted by [JsxKeule](#) on Sat, 16 May 2009 09:12:18 GMT
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ohh lol

Subject: Re: C&C_Fallout_City
Posted by [Gohax](#) on Sat, 16 May 2009 10:11:28 GMT
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Lol Scrin some people don't have pro computers like you.

But this is definitely nice bro. I'm going to download this ASAP xD I might change up some stuff though. Best city remake imo.

Subject: Re: C&C_Fallout_City
Posted by [u6795](#) on Sat, 16 May 2009 13:53:23 GMT
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Hot damn, Dreganius. Good work.

Subject: Re: C&C_Fallout_City
Posted by [slosha](#) on Sat, 16 May 2009 17:39:53 GMT
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NICE.. I'll definitely be downloading this.

Subject: Re: C&C_Fallout_City
Posted by [Tupolev TU-95 Bear](#) on Sat, 16 May 2009 17:40:38 GMT
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im so gonna get it

Subject: Re: C&C_Fallout_City
Posted by [Scrin](#) on Sat, 16 May 2009 18:00:40 GMT
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goliath35 wrote on Sat, 16 May 2009 12:40im so gonna get it
your logo-avatar made me cry, use this

File Attachments

1) [moo-moo farm.png](#), downloaded 499 times



Subject: Re: C&C_Fallout_City
Posted by [Tupolev TU-95 Bear](#) on Sat, 16 May 2009 18:05:06 GMT
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Niko "The Lay" wrote on Sat, 16 May 2009 19:00goliath35 wrote on Sat, 16 May 2009 12:40im so
gonna get it
your logo-avatar made me cry, use this

thats the same avatar

Subject: Re: C&C_Fallout_City
Posted by [Scrin](#) on Sat, 16 May 2009 18:09:46 GMT
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no white?

Subject: Re: C&C_Fallout_City
Posted by [Tupolev TU-95 Bear](#) on Sat, 16 May 2009 18:12:44 GMT
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Niko "The Lay" wrote on Sat, 16 May 2009 19:09no white?

happy?

\and how could it make u cry?

Subject: Re: C&C_Fallout_City
Posted by [Xpert](#) on Sat, 16 May 2009 18:13:02 GMT
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He changed the avatar and made the area around the logo transparent.

As for the skin, that's pretty awesome. Too bad I don't use skins though.

Subject: Re: C&C_Fallout_City
Posted by [Starbuzz](#) on Sat, 16 May 2009 19:21:59 GMT
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This is very awesome and well done! It sucks I can't use them as I have given up using skins now.

Subject: Re: C&C_Fallout_City
Posted by [DrasticDR](#) on Sat, 16 May 2009 19:44:52 GMT
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nice, thanks.

Subject: Re: C&C_Fallout_City
Posted by [nope.avi](#) on Sat, 16 May 2009 22:48:14 GMT
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Nice, you should do some other maps as well, creepy island tunnels ftw

Subject: Re: C&C_Fallout_City
Posted by [ArtyWh0re](#) on Sun, 17 May 2009 09:33:58 GMT
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I must say that this city skin pack is totally awesome, I think its the best I have seen and it would really suit someone who has their maps as Tiberian Sun style.
I have downloaded and I might use it some time but at the momement my city is new.
City

Subject: Re: C&C_Fallout_City
Posted by [Reaver11](#) on Sun, 17 May 2009 11:09:44 GMT
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Good job Dreg!!

Subject: Re: C&C_Fallout_City
Posted by [slosha](#) on Sun, 17 May 2009 17:20:37 GMT
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this is one of the best replacements yet

Subject: Re: C&C_Fallout_City
Posted by [Ma1kel](#) on Mon, 18 May 2009 19:13:23 GMT
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is it mandatory to have shitty skins or something
