## Subject: [model replacment] JsxKeule´s War Factory Posted by JsxKeule on Fri, 12 Jun 2009 12:58:23 GMT

View Forum Message <> Reply to Message

i decided to release my war factory

heres a video if you dont know the wf:

http://www.youtube.com/watch?v=4A7OWQ9Lduk&feature=channel

thx to player for the video and the textures

and here you can download it:

http://www.fileden.com/getfile.php?file\_path=http://www.fileden.com/files/2009/1 /19/2275525/JsxKeule%C2%B4s%20WarFactory.rar

pls comments

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by Reaver11 on Fri, 12 Jun 2009 14:06:35 GMT

View Forum Message <> Reply to Message

This one is way better than your old one. The textures fit nicely now. In the part you where playing hourglass you can still see a old texture. (Near the wf door)

Also those side smokepipes look better mayby add a little more space between them. Well the Crane improved a bit but still not my style to put it there

Good work!

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by MGamer on Fri, 12 Jun 2009 15:52:34 GMT

View Forum Message <> Reply to Message

wow nice i <3 the smoke

also... cant belive that all those nice shaders exist but noone releases them

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by ArtyWh0re on Fri, 12 Jun 2009 15:53:21 GMT

View Forum Message <> Reply to Message

Agreed, this is much better than it was.

Subject: Re: [model replacment] JsxKeule´s War Factory

Posted by BLû εI4βêL on Fri, 12 Jun 2009 15:58:17 GMT

View Forum Message <> Reply to Message

tight shit tbh

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by crysis992 on Fri, 12 Jun 2009 16:54:43 GMT

View Forum Message <> Reply to Message

yeah rly nice job mate

Subject: Re: [model replacment] JsxKeule´s War Factory Posted by Di3HardNL on Fri, 12 Jun 2009 18:08:37 GMT

View Forum Message <> Reply to Message

good work indeed

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by JsxKeule on Fri, 12 Jun 2009 18:26:12 GMT

View Forum Message <> Reply to Message

some ppl said that there is a file missing

File Attachments

1) e\_pp\_smoke.tga, downloaded 177 times

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by Xena on Fri, 12 Jun 2009 19:17:43 GMT

View Forum Message <> Reply to Message

does the smoke/flames coming out of the pipe make u fps lag? and is it that shiney ingame? ¬¬

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by Player on Fri, 12 Jun 2009 19:19:10 GMT

View Forum Message <> Reply to Message

Xena wrote on Fri, 12 June 2009 14:17does the smoke/flames coming out of the pipe make u fps lag?

and is it that shiney ingame?

No fps lag for me.. and yes that shiney are my shaders

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by JsxKeule on Fri, 12 Jun 2009 19:19:59 GMT

View Forum Message <> Reply to Message

i have a pc from 2001 and can play with the smoke online without any lag

the eflections is on wf i think players shaders make it a bit to shiny in video

Subject: Re: [model replacment] JsxKeuleÂ's War Factory on Fri. 12 Jun 2009 19:52:02 GMT Posted by mrA£A§A·z

View Forum Message <> Reply to Message

My shiny wasnt so bright,

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by Dreganius on Fri, 12 Jun 2009 19:54:53 GMT

View Forum Message <> Reply to Message

My shiny doesn't shine shinier than your shiny. But it still shines!

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by LiL Killa on Fri. 12 Jun 2009 19:56:36 GMT

View Forum Message <> Reply to Message

Dreganius wrote on Fri, 12 June 2009 21:54My shiny doesn't shine shinier than your shiny. But it still shines!

that's a word ^^

Subject: Re: [model replacment] JsxKeuleÂ's War Factory

## Posted by ErroR on Sat, 13 Jun 2009 08:47:19 GMT

View Forum Message <> Reply to Message

LiL KiLLa wrote on Fri, 12 June 2009 22:56Dreganius wrote on Fri, 12 June 2009 21:54My shiny doesn't shine shinier than your shiny. But it still shines!

that's a word ^^ that's a sentance

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by Xena on Sat, 13 Jun 2009 09:21:19 GMT

View Forum Message <> Reply to Message

Player wrote on Fri, 12 June 2009 14:19Xena wrote on Fri, 12 June 2009 14:17does the smoke/flames coming out of the pipe make u fps lag? and is it that shiney ingame? ¬¬

No fps lag for me.. and yes that shiney are my shaders well, does it lower ur fps.

cuz i normally play at 20/30 fps (gay graphics card) and when 4 flamers start to fire at the same time it drops to 4 fps ...

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by JsxKeule on Sat, 13 Jun 2009 09:50:15 GMT View Forum Message <> Reply to Message

my normal fps is 10 - 30 too

and i can play with it without lag

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by ViPeaX on Sat, 13 Jun 2009 20:57:53 GMT

View Forum Message <> Reply to Message

What happens when someone places a nuke on 1 of the spots where you added the chimneys and other features. Are you pretty much fucked (or if someone stands there and shoots at you, but you cant see him/her o.O)?

Too shiney for me, but looks cool.

Subject: Re: [model replacment] JsxKeule´s War Factory Posted by JsxKeule on Sat, 13 Jun 2009 21:11:06 GMT

View Forum Message <> Reply to Message

in how much cases is some on this place and shoots on you

Subject: Re: [model replacment] JsxKeuleÂ's War Factory Posted by Gen\_Blacky on Sun, 14 Jun 2009 23:55:58 GMT View Forum Message <> Reply to Message

it looks good but, the orgional exterior is still so u have o make the building bigger so you don't see the existing exterior. Also your adding the building in the aggrates = bad.