Subject: [model] single player atr lift fixed
Posted by my486CPU on Fri, 20 May 2011 22:01:42 GMT

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I wanted to add the single player atr_lift (from LE) to the mnatr a while back and found that the positioning as well as the animation was a bit messed up.

I looked around to see if maybe someone had already fixed the lift but couldn't find anything but the mnatr_lift fixed(cp1/cp2 maps).

Anyways, I went ahead and fixed the positioning and animation of the SP atr_lift.

Files included in the .rar -
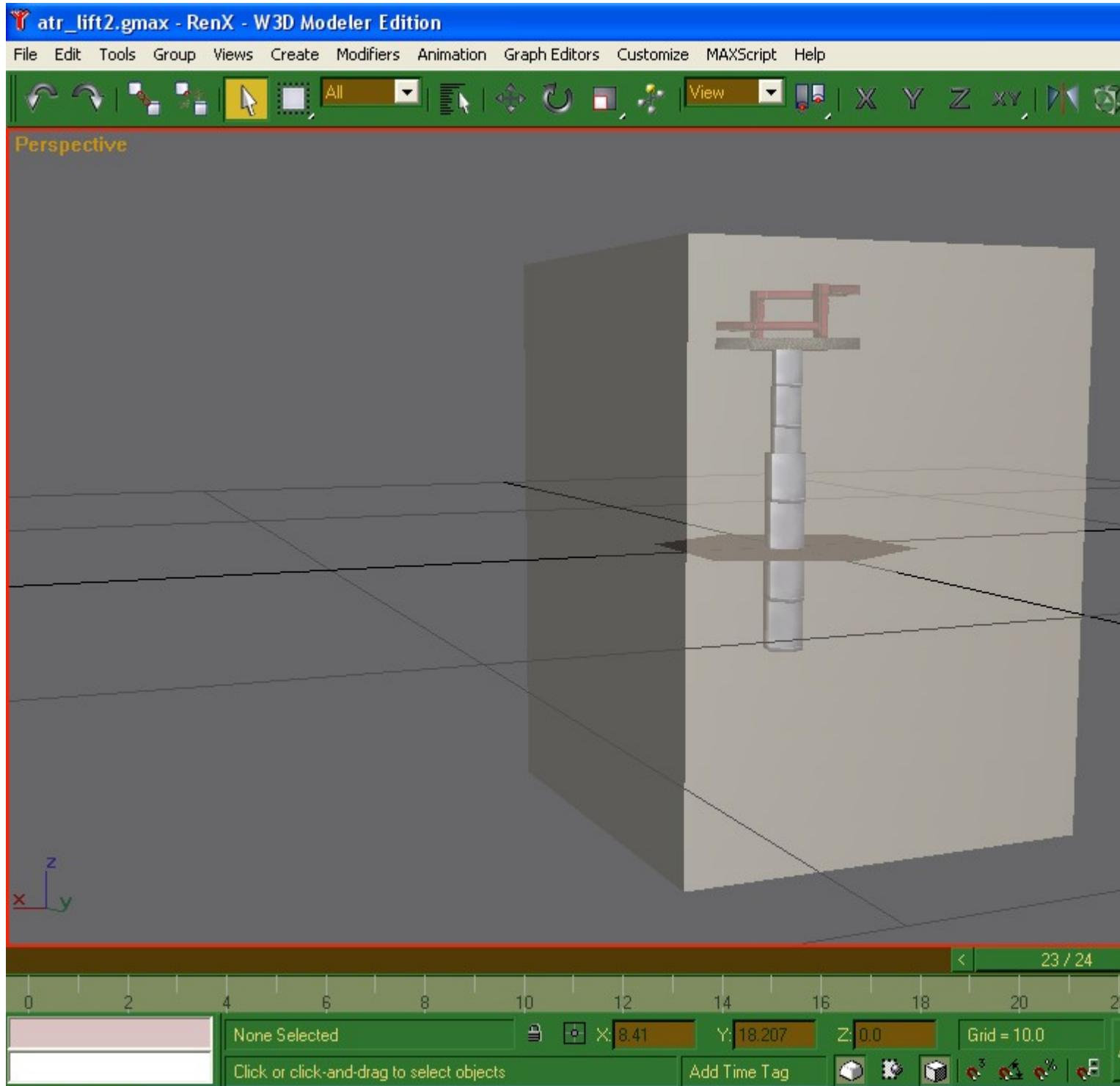mnatr.gmax (with proxies)
atr_lift2.gmax
atr_lift2.w3d
temps20.ddb

I guess it is a pretty useless model, but maybe someone can use it.
Plus I like the animated gate on the SP atr_lift.
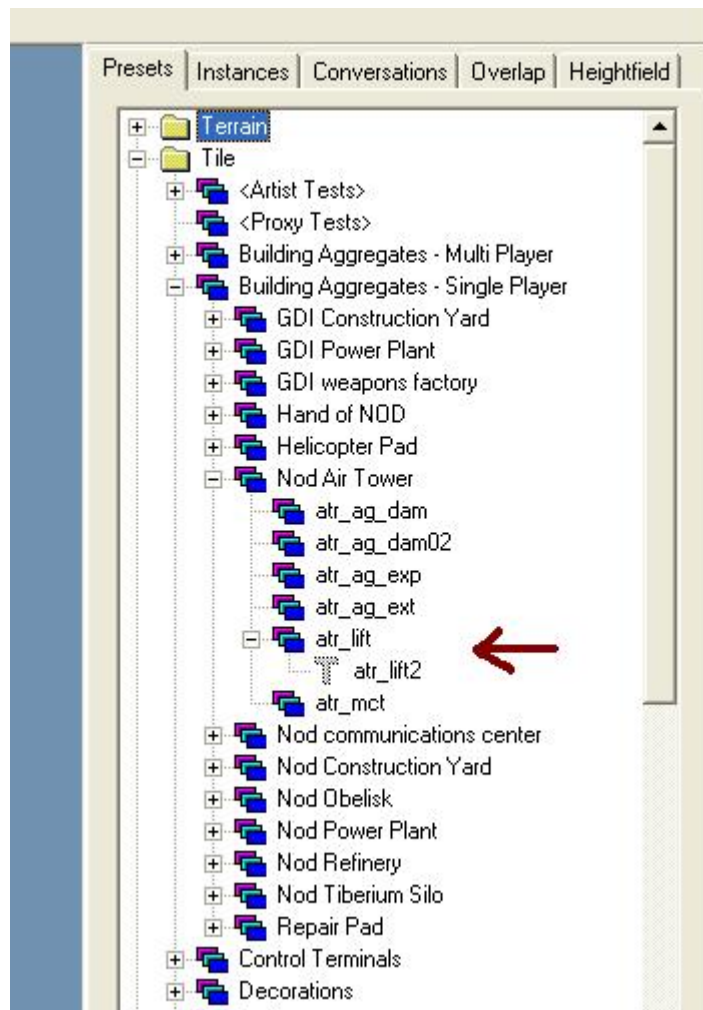
I will also include some useless screen shots.

File Attachments
1) atr_lift2.rar, downloaded 238 times
2) gmax_atrl2.jpg, downloaded 622 times

3) lift_Presets.JPG, downloaded 601 times

4) ScreenShot01.jpg, downloaded 617 times

5) ScreenShot02.jpg, downloaded 629 times

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6) ScreenShot03.jpg, downloaded 610 times

Subject: Re: [model] single player atr lift fixed
Posted by Gen_Blacky on Fri, 20 May 2011 22:07:38 GMT
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nice job I like the rail. westwood already released all working assets for buildings you just have to put them to together properly.