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Subject: Model...

Posted by [Killer\\_Bee](#) on Fri, 18 Jul 2003 05:32:42 GMT

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Can somebody help me out by texturing and/or creating the bones of my model? "Making it work in Renegade."

thx

<http://www.cox-internet.com/kleboeuf/b/jet.html>

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Subject: Model...

Posted by [gendres](#) on Fri, 18 Jul 2003 05:41:09 GMT

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first you need to reduce the poly count by a lot

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Subject: Model...

Posted by [Sir Phoenixx](#) on Fri, 18 Jul 2003 14:41:04 GMT

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You can get rid of ALOT of segments and polygons on that model all over the place on it and still retain the same shapes and look. (Look at the top of the wings, and the sides of the vertical stabalizer, among other places.)

[edit: Oh, and the wheels on that are way too small.]

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Subject: Model...

Posted by [Ugauga01](#) on Fri, 18 Jul 2003 16:01:12 GMT

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i get redirected to <http://www.startsurfingplus.com/index.asp?id=6>

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Subject: Model...

Posted by [Captkurt](#) on Fri, 18 Jul 2003 16:11:16 GMT

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i get redirected to <http://www.startsurfingplus.com/index.asp?id=6>

The link does work. maybe you should check out what's going on with your system. I don't have any ideas of what it might be. sorry.

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Subject: Model...  
Posted by [Killer\\_Bee](#) on Fri, 18 Jul 2003 16:42:31 GMT  
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ok, thanks

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Subject: Model...  
Posted by [General Havoc](#) on Fri, 18 Jul 2003 17:14:39 GMT  
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Link don't work for me either. Try pressing Ctrl + F5 and see if the page you visit isn't working anymore. Other than that it is one of those lame hosts that block international ISP's.

\_General Havoc

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Subject: Model...  
Posted by [Sir Phoenixx](#) on Fri, 18 Jul 2003 18:01:39 GMT  
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General HavocLink don't work for me either. Try pressing Ctrl + F5 and see if the page you visit isn't working anymore. Other than that it is one of those lame hosts that block international ISP's.

\_General Havoc

Ok, but why are you using ctrl+f5 to refresh the page? F5 refreshes the page by itself.

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Subject: Model...  
Posted by [PiMuRho](#) on Fri, 18 Jul 2003 18:24:59 GMT  
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Ctrl-f5 forces a full (non-cached refresh)

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Subject: Re: Model...  
Posted by [Killer\\_Bee](#) on Fri, 18 Jul 2003 20:47:20 GMT  
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Killer\_BeeCan somebody help me out by texturing and/or creating the bones of my model?  
"Making it work in Renegade."

thx

<http://www.cox-internet.com/kleboeuf/b/jet.html>

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\*New link\*

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Subject: Model...

Posted by [Sir Phoenixx](#) on Fri, 18 Jul 2003 23:04:46 GMT

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PiMuRhoCtrl-f5 forces a full (non-cached refresh)

Oh, it does? Lol, I didn't know that...

(I could use that alot, some of the time when it loads a large image by itself it stops around halfway and since it cached it like that it doesn't reload the entire image, I usually have to delete it out of the temporary internet files and load it again. )

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