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Subject: Jungle Bridge model released

Posted by [Anonymous](#) on Sat, 21 Dec 2002 13:15:00 GMT

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ive just uploaded a bridge model to Dante's mod exchange.<http://dante.havocide.com/modX/>(in models section). Its got a fairly high poly count but i dont mind if users get rid of parts if its got too many polygons for their map. Most textures used are official. Here's the screenshot link:<http://www.n00bstories.com/image.view.php?id=1090274391&gallery=1219>If you plan on using the model in heightfield, load up the gmax version and delete the river and shoreline. Then export the model and add it in commando as a tile.

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