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Subject: TD based tiberium models

Posted by [Halo38](#) on Sun, 13 Apr 2003 21:53:27 GMT

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General HavocCpo64Halo38SEALack, i think people would appreciate your work on Glacier Flying if you showed them how westwood had done when you first started

that my suggestion too, a while ago..... still waiting.....

Anyone with commando editor has it... I think... Look under Terrain/MP Levels/Glacier or something like that, its there...

Yeah everyone will be able to "make" the terrain in Level Edit as it pulls the data from ACK's mix file. It also has all the other unfinished map names. If you have downloaded other maps such as bunkers it will be able to pull in the terrain from the mix. It can be done with any map anyway by extracting the W3D from the mix so it's nothing special just that Level Edit creates a shortcut to the file.

\_General Havoc

Just one correction there.

Type the name of ANY .w3d file in ANY .mix (haven't tried .pkg) in your data directory in the 'm\_ModelName' box and level edit will make it

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