
Subject: Re: C&C Robot Wars: Build Your Own Bot!
Posted by [CarrierII](#) on Tue, 15 May 2007 14:22:39 GMT
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Wireframes comming up, errr, that took me about 50 minutes... (yes, the construction's of awful quality, it's only a concept) why do you ask?

Those textures were meant to be placeholders because the default texture in Unreal sucks, I'd use something nicer, but I'll get them out anyway.

Attached.

File Attachments

1) [Robot Wars.zip](#), downloaded 274 times
