

---

Subject: MODEL: GDI & Nod bunkers released

Posted by [General Havoc](#) on Thu, 06 Mar 2003 18:23:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I have released my GDI and Nod bunker models in W3D and Gmax format so you can edit and use them in your maps. I have also enabled Npatch on the rounded surfaces of the meshes so owners of ATI radeon cards should see some improvement in quality if they have this feature enabled.

Yo can get it from Dante's Mod Exchange

<http://modx.renevo.com/showthread.php?s=&threadid=129>

-General Havoc

---