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Subject: [models]Proper Construction Yard setups  
Posted by [DL60](#) on Sun, 11 Jan 2009 18:03:12 GMT  
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From time to time I'm going through my renegade modding stuff and looking for some nearly finished stuff which I can pu on my modding page.

The newest what I found is my Conyard-Setup whcih was indeed nearly finsihed.

Quote from my readme I wrote (includes also install-instructions):

Quote:This is my Construction-Yard setup. Although there are lots of similartities to other setups from other authors, I did the whole setup alone - without using data from others! I only used some of their ideas.

Feature-List:

- completly suitable for flying-maps
- modified/improved every building-aggregate
- destruction-animation (inside and outside) with emitters und cracks

I also packed some testmaps in here where you can take a look at may setup.

IMPORTANT!!!! If you want to modify the aggregates for your purposes, then please rename your modded versions e.g. instead of a c in mgcon\_ag\_2c use a d (like this mgcon\_ag\_2d). This applies for all the other aggregates too! I don't want any intersections with my aggregtates!

I have to emphasize the following sentence:

Quote:Although there are lots of similartities to other setups from other authors, I did the whole setup alone

So I didn't use any data from others! I only remade some of others ideas in my setup!!

Have fun with it. You can DOWNLOAD it here at my modding page @ the models section:  
<http://deathlink.ut-ccr.de/>

Here is a picture

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## File Attachments

1) [Conyards.zip](#), downloaded 166 times

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