
Subject: [Model]Female Nod Officer
Posted by [DL60](#) on Thu, 15 Apr 2010 07:10:52 GMT
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WTF deathlink posted a release?!? Yea right I didn't expect that too.

Anyway I played our old CCR again 1 or 2 weeks ago and had some fun with the officer bashing snipers in field tunnel and talking a bit. The result was an idea which was quickly put together afterwards:

Female Nod Officer:

I didn't make anything new and created that model with existing stuff from ren.

The point now is that I'm not a very good rigger and I don't know how to make a real complete character setup (what is the `c_ag_nod_mgo.w3d`, `c_nod_mgo.w3d` for? I have no idea whats in there). So as you can see my rig is not the best one. That's why I attached the source of this model. Maybe someone can rerelease this as complete char setup with a better rig. I have no time and experience for that. There are max/gmax files in there. I didn't add the textures to the archive because they are all in renegade. You know where to find them ^^

For players I attached it as replacement for the primary sakura model. I wasn't able to make it as replacement for the nod officer.

As far as I know it doesn't work online. Somebody tested it and it doesn't work. Maybe it works when somebody rereleases it.

Have fun.

File Attachments

- 1) [FemNodOff-ForModding.zip](#), downloaded 137 times
- 2) [FemNodOff-ForPlayers-DATA.zip](#), downloaded 164 times
- 3) [NodFemaleEliteOfficer2.jpg](#), downloaded 1349 times

