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Subject: [model] single player atr lift fixed  
Posted by [my486CPU](#) on Fri, 20 May 2011 22:01:42 GMT  
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I wanted to add the single player atr\_lift (from LE) to the mnatr a while back and found that the positioning as well as the animation was a bit messed up.

I looked around to see if maybe someone had already fixed the lift but couldn't find anything but the mnatr\_lift fixed(cp1/cp2 maps).

Anyways, I went ahead and fixed the positioning and animation of the SP atr\_lift.

Files included in the .rar -  
mnatr.gmax (with proxies)  
atr\_lift2.gmax  
atr\_lift2.w3d  
temps20.ddb

I guess it is a pretty useless model, but maybe someone can use it.  
Plus I like the animated gate on the SP atr\_lift.

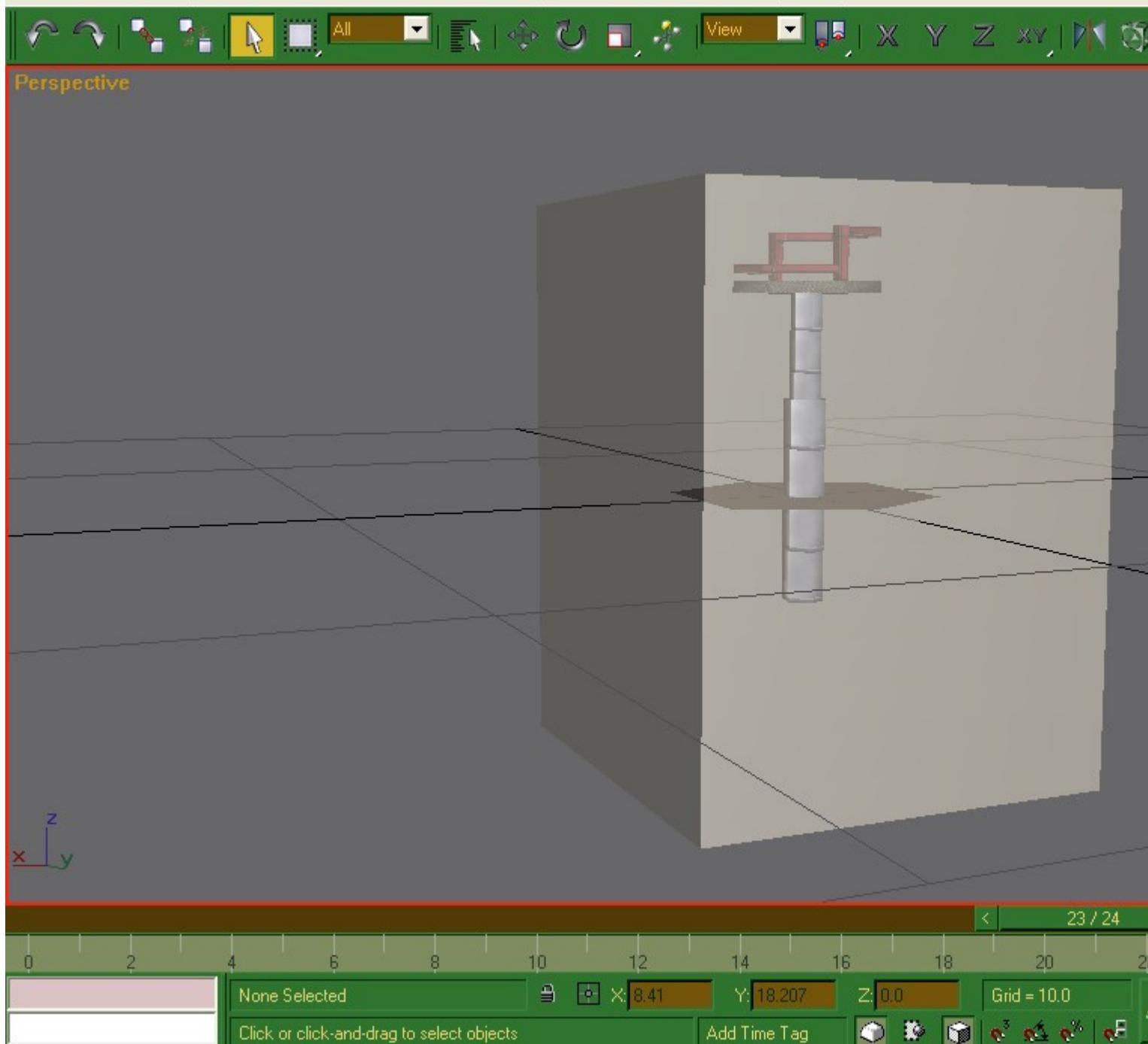
I will also include some useless screen shots.

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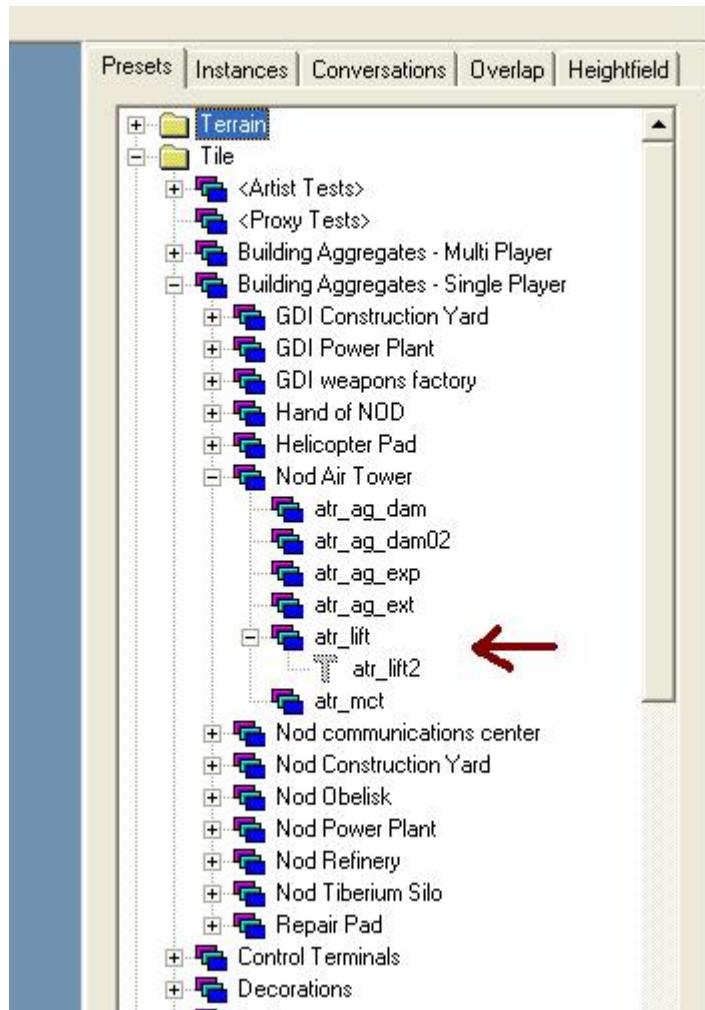
#### File Attachments

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- 1) [atr\\_lift2.rar](#), downloaded 236 times
- 2) [gmax\\_atrl2.jpg](#), downloaded 603 times



3) [lift\\_Presets.JPG](#), downloaded 584 times



4) [ScreenShot01.jpg](#), downloaded 594 times



5) [ScreenShot02.jpg](#), downloaded 608 times



6) [ScreenShot03.jpg](#), downloaded 589 times

