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Subject: Re: Renegade infantry model source files and infantry LOD

Posted by [jonwil](#) on Sat, 01 Dec 2018 10:14:43 GMT

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It seems like infantry and first person hands are the pretty much the only things we dont have proper complete examples of. We have examples of all the parts of a building (exteriors, interiors, elevators, doors etc). We have examples of maps (i.e. Hourglass). We have examples of vehicles. We have examples of props (plenty of things in the buildings zip that could be classed as props if nothing else). I think we even have an example of a weapon somewhere (although IIRC there are questions about whether that weapon example is complete with all the animations or not)

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