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Subject: GDI & Nod Bunkers

Posted by [General Havoc](#) on Fri, 28 Feb 2003 17:03:27 GMT

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I wasn't planning on making a map with them i was going to release the W3d and Gmax files if people wanted to use them in their maps. The map that the bunkers are on isn't meant to be anything, it was just a piece of terrain i trid alpha blend on. It's just so i could take the pictures in Leveledit as you know that gmax is unble to render. I will release them so you can use them in your maps. I made the entire 3d mesh for the bunker using the boolean tool. The the textures ware simply aligned using a UWV map. If i release them i may also enable Npatch on the cylindrical area for owners of the ATI radeon cards.

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