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Subject: C&C Commando : Nod Turret

Posted by [Deafwasp](#) on Tue, 04 May 2004 10:46:39 GMT

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You my freind (htmlgod) are an asshole.

And the damage in the base being the same depth, thats not that retarded, if you know how things are made, and a LOT of turrets have the ports on the top of them, it's kinda hard to get in through the barrel.

The only thing I have to say you can improve this on is the red metal part of the skin, it just appears kinda large and blurred, and I don't think it looks right as a solid chunk, give it some more renegade turret type details, look at the skin from that.

And why the hell do you guys keep making ladders/bars so damned thick?

I like it though, a little work left.

EDIT: How does a turret like that get scratches on the top?

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