
Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Deactivated](#) on Sun, 16 May 2004 19:15:38 GMT
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Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Oblivion165](#) on Sun, 16 May 2004 19:38:49 GMT
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?????

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Renx](#) on Sun, 16 May 2004 19:40:40 GMT
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If I had to guess, i'd say it was supposed to be the tires spinning up dust. Looks really weird though :S

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Oblivion165](#) on Sun, 16 May 2004 19:48:51 GMT
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looks like a world box to me....

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [TnTANDY](#) on Sun, 16 May 2004 19:52:44 GMT
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I like it
Just as a matter of research, How big is the W3D file?

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Vitaminous](#) on Sun, 16 May 2004 21:01:53 GMT

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Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [icedog90](#) on Sun, 16 May 2004 21:10:41 GMT

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The Cargo Truck is OK. In the back the camo texture is stretched:
http://www.cannis.net/commando/images/c4/screen/cargo_game3.jpg

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Spice](#) on Sun, 16 May 2004 22:40:43 GMT

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Its ok , those pics are kidna dark

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Deactivated](#) on Mon, 17 May 2004 22:03:46 GMT

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oblivion165looks like a world box to me....

It's dust.

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [drunkill](#) on Tue, 18 May 2004 09:33:30 GMT

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looks cool, i think it needs one or 2 smallish red Nod logos, like that one on the fornt again, and maybe one on the tail gate thing, like that part that you can pull down, thats where logos for cars/utes are, so 2 nod logos, and its done.

and then the top part of ther drivers cab, there like a circle there, looks weird, well in that SS it does, but it might be alright.

other than that, its awesome.

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [sniper12345](#) on Tue, 18 May 2004 11:48:24 GMT

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I like it, but I'm pretty sure "someone" is going to have some rather constructive "criticism" soon...

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Aircraftkiller](#) on Tue, 18 May 2004 18:35:01 GMT

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You must mean yourself, since you're being an idiot again.

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [Deactivated](#) on Tue, 18 May 2004 19:26:26 GMT

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You're talking to yourself.

Subject: C&C Commando: Cargo Truck Ingame Screens
Posted by [SuperFlyingEngi](#) on Tue, 18 May 2004 19:31:54 GMT

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"War of the assumptions"
