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Subject: Nod Warfactory

Posted by [Deafwasp](#) on Wed, 28 Jul 2004 10:36:19 GMT

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Who wants to have my (unfinished) Nod Warfactory? If no one responds, it shall be deleted.

Contact [Deafwasp@yahoo.com](mailto:Deafwasp@yahoo.com) (I may not remember to check back here)

And thank you in advance Aircraftkiller, for your constructive criticism.

[/img]

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Subject: Re: Nod Warfactory

Posted by [Renardin6](#) on Wed, 28 Jul 2004 12:34:26 GMT

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Well, a big box with Renegade textures. What else can we say ?

Oh yeah, I see it now. It's a mix of pp, hand of nod and gdi war factory...

Can you mix the mammoth with sakura ? You seems good at mixing Renegade stuff for no purpose... lol

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Subject: Nod Warfactory

Posted by [Deafwasp](#) on Wed, 28 Jul 2004 12:41:09 GMT

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I modeled each part from scratch, modeled to fit in with the rest of the buildings, it is however hastily textured. Thank you for your input Rendarin6.

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Subject: Nod Warfactory

Posted by [Renardin6](#) on Wed, 28 Jul 2004 12:42:29 GMT

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np... I really tough it was from existing renegade buildings...

nevermind.

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Subject: Nod Warfactory

Posted by [SuperFlyingEngi](#) on Wed, 28 Jul 2004 13:07:33 GMT

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Looks pretty nice, but even if no one responds, don't delete it, but save it and throw it up on the Mod Exchange a little later once Madtone brings it back.

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Subject: Nod Warfactory  
Posted by [Titan1x77](#) on Wed, 28 Jul 2004 18:48:33 GMT  
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did the interior ever get finished?

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Subject: Nod Warfactory  
Posted by [Deafwasp](#) on Thu, 29 Jul 2004 01:45:38 GMT  
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Nope. Many things rapidly made me loose love for doing things in the Renegade community. But I still meay try out RenAlert, Reborn, Sole Survivor and that Star Wars mod also. But only to test it out.

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Subject: Nod Warfactory  
Posted by [Deafwasp](#) on Sat, 31 Jul 2004 10:49:12 GMT  
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Someone did ask for them, but I got errors when I tried to reply. If anybody wants it, or wants to put it on the mod exchange thing or whatnot, please e-mail me or I will delete it by the end of the week.

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Subject: Nod Warfactory  
Posted by [Spice](#) on Sun, 01 Aug 2004 00:29:30 GMT  
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I think that was me , I emailed you about it but never got a reply.

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Subject: Nod Warfactory  
Posted by [Aircraftkiller](#) on Sun, 01 Aug 2004 01:20:34 GMT  
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While I don't like it; I must say it certainly looks better than that sack of shit you call a War Factory in Reborn, Retardin.

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Subject: Nod Warfactory  
Posted by [DaSoul](#) on Sun, 01 Aug 2004 06:46:59 GMT  
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Whats that white thing on Havoc's head and that star looking thing near the door ?

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Subject: Nod Warfactory  
Posted by [icedog90](#) on Sun, 01 Aug 2004 06:59:02 GMT  
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DaVyseWhats that white thing on Havoc's head and that star looking thing near the door ?

They're called Lightscaapes. They render light in the area.

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Subject: Nod Warfactory  
Posted by [Sir Kane](#) on Sun, 01 Aug 2004 07:34:11 GMT  
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No, they are lights. "Lightscape" is a program that allows you to do high-relistic light rendering (takes years with huge models).

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Subject: Nod Warfactory  
Posted by [Deafwasp](#) on Sun, 01 Aug 2004 10:18:01 GMT  
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Dunno why I didnt just do this before.

<http://www.gahive.com/NodWeapFac.gmax>

You have 1 week, then this file is history.

(The reason I am gunna delete it is because my skills have progressed since I made this file, and I could make a much better one now, but unfortunatly I have no desire to do anything involving Renegade anymore. I have moved on to other projects)

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Subject: Nod Warfactory  
Posted by [icedog90](#) on Sun, 01 Aug 2004 19:14:45 GMT  
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For some reason I knew somebody was going to tell me I was wrong, just because I was calling it by its name from Level Edit.

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I know it's not really a lightscape, though. They just called it a lightscape, I don't know why.

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Subject: Nod Warfactory  
Posted by [Naamloos](#) on Mon, 02 Aug 2004 14:41:11 GMT  
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I think that's pretty nice, to bad i suck at Gmax but i would have loved to finish it

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Subject: Nod Warfactory  
Posted by [Gernader8](#) on Tue, 03 Aug 2004 04:54:54 GMT  
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Deafwasp(The reason I am gunna delete it is because my skills have progressed since I made this file, and I could make a much better one now...

Oh come on. Keep the ol' file. Its fun to go back and see how much you have progressed over the year(s).

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Subject: Nod Warfactory  
Posted by [icedog90](#) on Tue, 03 Aug 2004 07:15:12 GMT  
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Gernader8Deafwasp(The reason I am gunna delete it is because my skills have progressed since I made this file, and I could make a much better one now...

Oh come on. Keep the ol' file. Its fun to go back and see how much you have progressed over the year(s).

He's right. Sometimes I look back to my old stuff and some of those things were before I even knew what a poly count was, lol.

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Subject: Nod Warfactory  
Posted by [Sanada78](#) on Tue, 03 Aug 2004 09:09:12 GMT  
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icedog90Gernader8Deafwasp(The reason I am gunna delete it is because my skills have progressed since I made this file, and I could make a much better one now...

Oh come on. Keep the ol' file. Its fun to go back and see how much you have progressed over the

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year(s).

He's right. Sometimes I look back to my old stuff and some of those things were before I even knew what a poly count was, lol.

I second that.

It's nice to look back at things you did before, just for a bit of nostalgia. Think when your 70 looking back at it.

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Subject: Nod Warfactory  
Posted by [Deafwasp](#) on Tue, 03 Aug 2004 10:21:42 GMT  
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Yeah I guess, but if I wanted to do that, I would download my Cambodia map from CNC-Source or something. I look at that now and am like "WOW! Holy damn, that took me that long to make that!!!?!?!?!?!"

But its still dissapearing this friday.

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Subject: Nod Warfactory  
Posted by [SuperFlyingEngi](#) on Tue, 03 Aug 2004 11:53:14 GMT  
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I don't really believe in deleting any art assets - just take everything you were about to delete, and back them up on a CD. Just in case you ever want them.

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Subject: Nod Warfactory  
Posted by [Deactivated](#) on Tue, 03 Aug 2004 11:56:36 GMT  
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DeafwaspYeah I guess, but if I wanted to do that, I would download my Cambodia map from CNC-Source or something. I look at that now and am like "WOW! Holy damn, that took me that long to make that!!!?!?!?!?!"

But its still dissapearing this friday.

That maps kills my FPS.

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Subject: Nod Warfactory  
Posted by [cheesesoda](#) on Tue, 03 Aug 2004 11:59:53 GMT

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These guys are right. At some web sites that I've made, I go back and take a look and I'm suprised I could even have considered myself knowledged in the field of web design. What once took me hours, would now take me minutes. I know my designs will never be a web site again. They're useless, but I keep them for remembrance. Shit, I have THE original Renegade News...which was made by DarkDemin...even when I sucked, I still laughed at him for such a bad design. Yes, it was that horrible. Then I have my first version of it, it's still not all that good, but it was decent for my first time in Paint Shop Pro. Ahhh...memories.

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Subject: Nod Warfactory  
Posted by [Deafwasp](#) on Fri, 13 Aug 2004 14:34:59 GMT  
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Its gone now.

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Subject: Nod Warfactory  
Posted by [Doitle](#) on Sat, 14 Aug 2004 06:48:54 GMT  
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WHY MUST THE GOOD BE HIT ON THE HEAD!

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Subject: Nod Warfactory  
Posted by [jop7821](#) on Sat, 14 Aug 2004 07:54:46 GMT  
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Err... Probly Cause the Aircraftkiller and the Reborn wars taking up topics

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