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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 13:33:00 GMT

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[http://dante.ww-unleashed.com/cgi-bin/download/dl.pl?RA2BuildingsThanks to Dante](http://dante.ww-unleashed.com/cgi-bin/download/dl.pl?RA2BuildingsThanks%20to%20Dante). Send all the problems or errors (in screenshot) [jonnyme@msn.com](mailto:jonnyme@msn.com)

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 14:54:00 GMT

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ok which map do i play on to see them? ANd which file do i put them in? [ November 05, 2002, 15:07: Message edited by: Slicer238 ]

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 17:13:00 GMT

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These are for beta testing only. When they get done, I will release them to the public.

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 17:20:00 GMT

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well i guess this makes everyon a beta tester then

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:09:00 GMT

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LOLYou could have only PM'ed us the link

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:27:00 GMT

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or emailed

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Subject: All beta Testers download this.  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 18:52:00 GMT  
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UU Cyborg i am a beta tester but i want to know how i use them. can any of you tell me?

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Subject: All beta Testers download this.  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 20:22:00 GMT  
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thanks cyborg.....i'll look at em tonight.To beta test these models you need to be able to make a map....or at least use the gmax editor.....correct me if i'm wrong.Eric.

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Subject: All beta Testers download this.  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 20:27:00 GMT  
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quote:Originally posted by SGT.May:thanks cyborg.....i'll look at em tonight.To beta test these models you need to be able to make a map....or at least use the gmax editor.....correct me if i'm wrong.Eric.You are absolutely right

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Subject: All beta Testers download this.  
Posted by [Anonymous](#) on Tue, 05 Nov 2002 20:41:00 GMT  
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looked at em.....you are missing these textures.They are not part of any of westwoods packages.nukeevent.tgaconnection.tgabricks6.tganuke\_silo\_ptc.tgaweather\_controll\_pt.tgachronos phere\_pt.tgathese textures need to be included in your building package.Eric.

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Subject: All beta Testers download this.  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 13:29:00 GMT  
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quote:Originally posted by SGT.May:thanks cyborg.....i'll look at em tonight.To beta test these models you need to be able to make a map....or at least use the gmax editor.....correct me if i'm wrong.Eric.Just test them in Commando Editor. The Nuke Silo and Weather Control is set at 0 Z 0 Y and 0 X. The rest just put on a plane. Or just test them in W3D.Do what ever, BUT DON'T USE THEM ON A MAP.I HAVE TO SAY SO.

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Subject: All beta Testers download this.

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Posted by [Anonymous](#) on Wed, 06 Nov 2002 13:30:00 GMT

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quote:Originally posted by SGT.May:looked at em.....you are missing these textures.They are not part of any of westwoods packages.nukeevent.tgaconnection.tgabricks6.tganuke\_silo\_ptc.tgaweather\_controll\_pt.tgachronosphere\_pt.tgaThose are the textures I made, move them in the folder you export the W3D.these textures need to be included in your building package.Eric.

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Wed, 06 Nov 2002 13:31:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by SGT.May:looked at em.....you are missing these textures.They are not part of any of westwoods packages.nukeevent.tgaconnection.tgabricks6.tganuke\_silo\_ptc.tgaweather\_controll\_pt.tgachronosphere\_pt.tgathese textures need to be included in your building package.Eric.Those are the textures I made, move them in the folder you export the W3D.

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Subject: All beta Testers download this.

Posted by [Anonymous](#) on Wed, 06 Nov 2002 22:50:00 GMT

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ah...i see them now.thx.Eric.

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