
Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:37:00 GMT
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Ok all my buildings work finewith one exception Flame tears through tem like there no tomorrow like as in free flame thrower guy kill it in less than 5 seconds not good anyone know why my buildings so weak to flames?

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:39:00 GMT
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i just finished this model. it could use a bit more work. poly count is only 329. im tring to make em as low as possiable. but the texture could use some work.here are the pics. and they are textured.
Pic1 Pic2

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:44:00 GMT
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A bit blocky, but i should not complane I cant make guns worthe a piece of crap. Good job

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:44:00 GMT
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Nice you going toleave it black or give it a dif color it looks good as is but i think a little color variation might make it more realistic

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:46:00 GMT
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BETTER ENGLISH PLEASE.....the armour is probally set wrong.

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:48:00 GMT
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where do I go to fix armor never messed with it?

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 09:51:00 GMT
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nm stupid question lol If any one has anyideas ad want to talk to me my msn is
phillip@ucanddevelopments.com

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 11:47:00 GMT
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I had this proplem... Add Scipts folder to the Mod folder!!!!

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Sun, 10 Nov 2002 20:01:00 GMT
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Thank you an awnswer that makes since

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 00:39:00 GMT
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i no this one kinda sux. so that is why im gonna make a new and improved one soon.

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 00:46:00 GMT
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The default armor.ini file is all wrong for buildings, and it causes flames to easily destroy them. This wasn't relevant until the new patch came out, which supported the use of custom ini files in mod pkgs. Once you export to a .mix file, you won't have this problem anymore.

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 00:49:00 GMT
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take whatever ini files you aren't using OUT of your mix(or pkg) using a mix editor

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 08:00:00 GMT
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Get it into Renegade and I get happy =)

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 11:42:00 GMT
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Well - actually - they do look like that!<http://remtek.com/arms/famas/features/features.htm><http://world.guns.ru/assault/as21-e.htm>Nice Job! [November 11, 2002, 11:44: Message edited by: StoneRook]

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 14:25:00 GMT
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i think u did a great job could i use this for my mod?

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Mon, 11 Nov 2002 18:33:00 GMT
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ya think???

Subject: MAjor buliding Problem
Posted by [Anonymous](#) on Tue, 12 Nov 2002 11:32:00 GMT
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Yea... it's rock
