Subject: Jungle Bridge model released
Posted by Anonymous on Sat, 21 Dec 2002 13:15:00 GMT
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ive just uploaded a bridge model to Dante's mod exchange.http://dante.havocide.com/modX/(in models section). Its got a fairly high poly count but i dont mind if users get rid of parts if its got too many polygons for their map. Most textures used are official. Here's the screenshot link:http://www.n00bstories.com/image.view.php?id=1090274391&gallery=1219If you plan on using the model in heightfield, load up the gmax version and delete the river and shoreline. Then export the model and add it in commando as a tile.

Subject: Jungle Bridge model released
Posted by Anonymous on Sat, 21 Dec 2002 17:13:00 GMT
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nice. ill most likely use it when i get bored on holidays. as in when renx is my bordom thing.

Subject: Jungle Bridge model released
Posted by Anonymous on Sun, 22 Dec 2002 20:06:00 GMT
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Its different

Subject: Jungle Bridge model released
Posted by Anonymous on Mon, 23 Dec 2002 04:03:00 GMT
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since the mod exchange is not availible, e-mail me at simondenney@hotmail.com if you want a copy.i'll reply with it attached.are there any other good places were i could upload it easily?. preferably on a popular renegade site.