
Subject: Guard tower that looks like parking lot now fiished and work
Posted by [Anonymous](#) on Thu, 16 Jan 2003 19:09:00 GMT

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http://home.1asphost.com/dead4ayear2/bunkerfromhell.txtRename the extension to .zip. The texture files included must be in the same folder as the map.Pics:<http://n00bstories.com/image.fetch.php?id=2028124648><http://n00bstories.com/image.fetch.php?id=11606463771> could've took off about 200 polys. But when I made the secont and third floor, I forgot about editable mesh. Let me know if there is anything that needs to be added/changed. And tell me what you think about it.

Subject: Guard tower that looks like parking lot now fiished and work
Posted by [Anonymous](#) on Fri, 17 Jan 2003 05:38:00 GMT

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uh...put some walls on it...change the texture

Subject: Guard tower that looks like parking lot now fiished and work
Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:28:00 GMT

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HELL!The server is very slow! (max 1 Kb/s) But I'll look at this

Subject: Guard tower that looks like parking lot now fiished and work
Posted by [Anonymous](#) on Fri, 17 Jan 2003 14:35:00 GMT

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I downloaded it but for some reason it did not give a save option and opened it in Notepad, Woo Hoo, Giberish!

Subject: Guard tower that looks like parking lot now fiished and work
Posted by [Anonymous](#) on Sat, 18 Jan 2003 07:48:00 GMT

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right click the link click save target it will save as text then you just rename it to a zip file that should work for ya
