
Subject: GDI & Nod Outposts (links fixed)
Posted by [Anonymous](#) on Mon, 10 Feb 2003 03:59:00 GMT
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Ok I sorted out some working links. As i said (for anyone that didn't see the original post) they are based on unfinished WW models found in the WW single player buildings pack. The Nod Outpost needs work as the texture is a bit stretched. comments welcome-----WW GDI gaurd tower
concept<http://www.n00bstories.com/image.fetch.php?id=1693899524>-----
-----My GDI
Outpost<http://www.n00bstories.com/image.fetch.php?id=1152220440>-----
-----WW Nod AGT
concept<http://www.n00bstories.com/image.fetch.php?id=1707388206>-----
-----My Nod
Outpost<http://www.n00bstories.com/image.fetch.php?id=1231294771>-----
-----Milk Bandit members can also click
here<http://groups.msn.com/TheMilkBandits2002/outposts.msnw>to go to my MB projects page.

Subject: GDI & Nod Outposts (links fixed)
Posted by [Anonymous](#) on Mon, 10 Feb 2003 05:18:00 GMT
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nice job i like them .. will they be open to the public soon??

Subject: GDI & Nod Outposts (links fixed)
Posted by [Anonymous](#) on Mon, 10 Feb 2003 06:10:00 GMT
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quote:Originally posted by bouncer24:nice job i like them .. will they be open to the public soon??Soon, still need to add glass aswell (what you think glass or no glass??).I'll most likely release them as a .w3d so they can be easily added to maps. but It's getting put back as i have a few comitments to the warpath mod to get out of the way.
