
Subject: Single player Nod Communications Center
Posted by [R315r4z0r](#) on Mon, 08 Sep 2008 04:57:48 GMT

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Does anyone have a fully functioning, fully textured, interior and exterior model of the Single player Nod Communications Center?

I would use the ones that were provided by Westwood, but they have various problems that I don't know how to fix without screwing up the model. (Such as a floating comm dish, damage textures being displayed even at 100% health, ect.

So if anyone has a fully working model, I would greatly appreciate it.

Subject: Re: Single player Nod Communications Center
Posted by [Mackinsey](#) on Mon, 08 Sep 2008 12:25:46 GMT

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The external part is enc_ncom
But i dont know the internal

Subject: Re: Single player Nod Communications Center
Posted by [jonwil](#) on Mon, 08 Sep 2008 14:07:46 GMT

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enc_ncom is NOT the exterior of the nod communications center. It is the model used for the Encyclopedia. There IS a BIG difference between the 2.

Subject: Re: Single player Nod Communications Center
Posted by [Mauler](#) on Wed, 10 Sep 2008 03:46:34 GMT

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Multiplayer ready Communication centers!

Subject: Re: Single player Nod Communications Center
Posted by [R315r4z0r](#) on Wed, 10 Sep 2008 03:48:05 GMT

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Awesome, thanks a lot!
