Subject: [skin] C&C_City/City_Flying roads + roadsign
Posted by Xena on Thu, 18 Jun 2009 19:42:01 GMT
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I've just checked the UT 3 pack and found out that these ones fit Dreg's city skin very well

so... whaddaya think? =]

File Attachments
1) CityRoad.rar, downloaded 97 times

Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by slosha on Thu, 18 Jun 2009 19:52:59 GMT
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Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by LiL KiLLa on Thu, 18 Jun 2009 19:56:00 GMT
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road top
rdsign flop

Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by Altzan on Thu, 18 Jun 2009 20:06:58 GMT
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Looks sweet, and yay for the cassette sign

Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by ErroR on Thu, 18 Jun 2009 21:55:55 GMT
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awesum

Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by Di3HardNL on Fri, 19 Jun 2009 07:13:00 GMT
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Nice!
And do I see it wrong or did you use this texture on the nod harvester to?

Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by Xena on Fri, 19 Jun 2009 18:16:58 GMT
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thnx for the comments guys

@ di3, i found summing that would fit the harvy imo. i didnt use one of the files in the rar for the harv so ur wrong

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Subject: Re: [skin] C&C_City/City_Flying roads + roadsign
Posted by Dreganius on Mon, 22 Jun 2009 07:50:22 GMT
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LiL KiLLa wrote on Fri, 19 June 2009 05:56road top
rdsign flop

I disagree completely.

The roadsign is nice! The road is too, but I prefer my one