

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

Subject: Re: [skin] C&C_City/City_Flying roads + roadsign Posted by Dreganius on Mon, 22 Jun 2009 07:50:22 GMT View Forum Message <> Reply to Message

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