Subject: [Model Replacement] APB - Nod Engineer
Posted by Di3HardNL on Tue, 28 Jul 2009 07:47:03 GMT
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This will replace the Nod Engineer with the mechanic from the mod A Path Beyond.

Download on the mainpage of my website
www.renegademodels.tk

Here you can see the character in action if you are not sure if you want to use it
http://www.youtube.com/watch?v=ahtw-YrJQHY

File Attachments
1) APB - Nod Engineer - Di3HardNL.rar, downloaded 256 times

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by anant on Tue, 28 Jul 2009 08:42:17 GMT
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awesome!
Thanks, im using it   :thumbsup:

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Goztow on Tue, 28 Jul 2009 12:52:07 GMT
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Attach to post?

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Di3HardNL on Tue, 28 Jul 2009 14:02:40 GMT
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Im going to convert some more cool chars from APB

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Starbuzzz on Tue, 28 Jul 2009 14:23:23 GMT
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Di3HardNL wrote on Tue, 28 July 2009 09:02Im going to convert some more cool chars from APB

Yes, please do. I have a suggestion: replace Hotwire with Tanya...would kick ass imo.

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by JsxKeule on Tue, 28 Jul 2009 16:32:35 GMT
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would be kick ass yay
but the character models from a path beyond arent that good
maybe convert the little display computer for the rep gun
and make the rep beam invisible^^

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by slosha on Tue, 28 Jul 2009 18:46:57 GMT
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ehh it's ok

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Tupolev TU-95 Bear on Tue, 28 Jul 2009 20:02:56 GMT
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what about volkov into havoc?

As volkov gots the gun sound like a ramjet and it would be kickass for havoc (plus GDI get a cyborg)

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by cnc95fan on Tue, 28 Jul 2009 22:56:36 GMT
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That's the technician, not the mechanic

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by YazooGang on Wed, 29 Jul 2009 00:42:20 GMT
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goliath35 wrote on Tue, 28 July 2009 15:02what about volkov into havoc?

As volkov gots the gun sound like a ramjet and it would be kickass for havoc (plus GDI get a

cyborg)
1 sound doesnt make everything same. I think volkov is better for the mutant raveshav, or just raveshaw.

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Goztow on Wed, 29 Jul 2009 06:25:45 GMT
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I'm in a good mood, so I uploaded the file to your post.

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Di3HardNL on Wed, 29 Jul 2009 08:15:34 GMT
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I just wanted to let people see my new website look

but thanks

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Tupolev TU-95 Bear on Wed, 29 Jul 2009 11:49:42 GMT
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YazooGang wrote on Wed, 29 July 2009 01:42goliath35 wrote on Tue, 28 July 2009 15:02what about volkov into havoc?

As volkov gots the gun sound like a ramjet and it would be kickass for havoc (plus GDI get a cyborg)
1 sound doesnt make everything same. I think volkov is better for the mutant raveshav, or just raveshaw.

oh yeah good point
I think normal raveshaw sounds better

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by JsxKeule on Wed, 29 Jul 2009 12:06:42 GMT
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i think volkov for mutant raveshaw
and the normal cyborg from reborn fpr the normal ravesahw is the best^^

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by Boofst0rm on Wed, 29 Jul 2009 12:07:44 GMT
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good good

am using

Subject: Re: [Model Replacement] APB - Nod Engineer
Posted by DutchNeon on Wed, 29 Jul 2009 16:22:26 GMT
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I wonder if Chronojam is going to like this