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Subject: Need this textured

Posted by [zunnie](#) on Wed, 29 Jul 2009 18:22:47 GMT

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[http://www.game-maps.net/staff/zunnie/apb/RA\\_Allied\\_Coop/AlliedCoopPowerups.rar](http://www.game-maps.net/staff/zunnie/apb/RA_Allied_Coop/AlliedCoopPowerups.rar)

I'm not very good in creating textures

I need these powerups textured, is there anyone interested in doing the job?

It is for a Coop map for Red Alert A Path Beyond.

You will be credited in the readme and site download if you will do this of course

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Subject: Re: Need this textured

Posted by [Di3HardNL](#) on Wed, 29 Jul 2009 20:46:49 GMT

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I made a texture for the mechanic one

Tell me if it needs more detail to it.

(texture attached in post)

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### File Attachments

1) [PU\\_Spanner Di3HardNL.rar](#), downloaded 130 times

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Subject: Re: Need this textured

Posted by [zunnie](#) on Wed, 29 Jul 2009 21:08:15 GMT

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Thats perfect, thanks a lot man ^^

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Subject: Re: Need this textured

Posted by [Di3HardNL](#) on Wed, 29 Jul 2009 22:04:20 GMT

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No problem

I might texture some of the other models you posted to tomorrow when I have time!

and the .dds version you asked for

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### File Attachments

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1) [PU\\_Spanner DDS - Di3HardNL.rar](#), downloaded 128 times

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Subject: Re: Need this textured

Posted by [Gen\\_Blacky](#) on Sun, 02 Aug 2009 03:27:45 GMT

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textured the powerup for tanya. tell me if you want any adjustments. Also the powerups are way to big i put them in renegade and they are as big as maps.

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### File Attachments

1) [45s.JPG](#), downloaded 400 times



2) [PU\\_45s Blacky.zip](#), downloaded 114 times

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Subject: Re: Need this textured

Posted by [zunnie](#) on Sun, 02 Aug 2009 10:28:34 GMT

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No that is perfect too

Very nice work man, are you going to do the others too?

Hm they still showup too big ingame? I'll ask r34ch to scale them down.

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