Subject: [model] single player atr lift fixed Posted by my486CPU on Fri, 20 May 2011 22:01:42 GMT

View Forum Message <> Reply to Message

I wanted to add the single player atr_lift (from LE) to the mnatr a while back and found that the positioning as well as the animation was a bit messed up.

I looked around to see if maybe someone had already fixed the lift but couldn't find anything but the mnatr_lift fixed(cp1/cp2 maps).

Anyways, I went ahead and fixed the positioning and animation of the SP atr_lift.

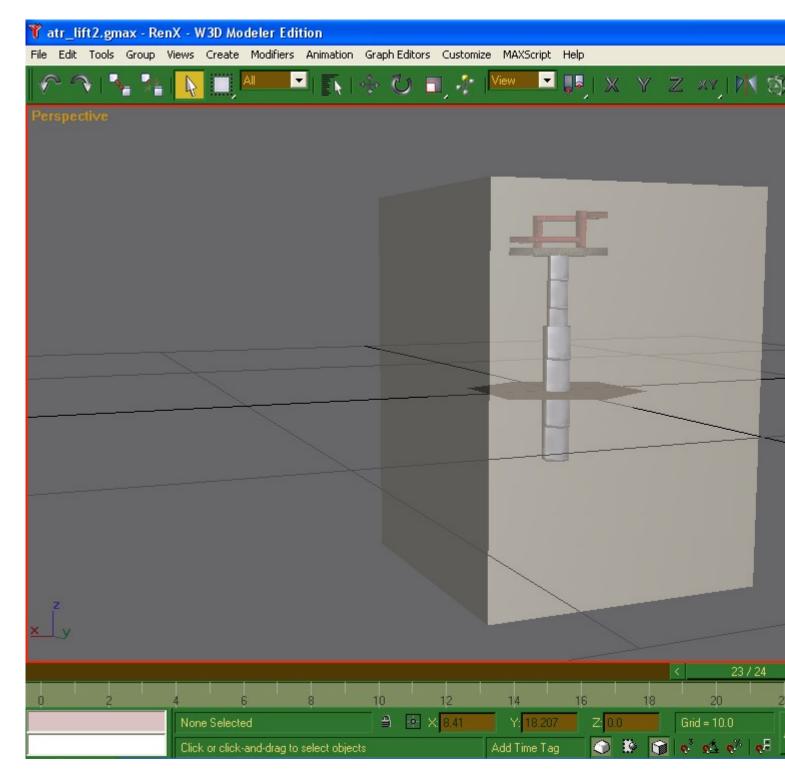
Files included in the .rar mnatr.gmax (with proxies) atr_lift2.gmax atr_lift2.w3d temps20.ddb

I guess it is a pretty useless model, but maybe someone can use it. Plus I like the animated gate on the SP atr_lift.

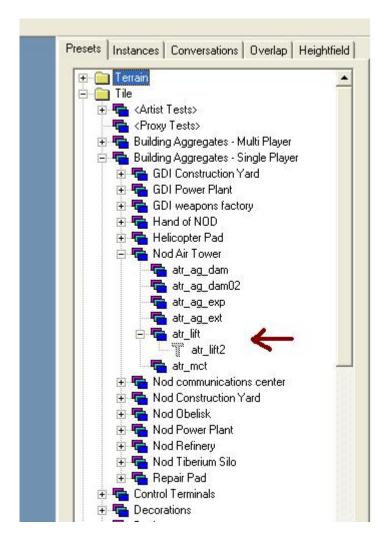
I will also include some useless screen shots.

File Attachments

- 1) atr_lift2.rar, downloaded 208 times
- 2) gmax_atrl2.jpg, downloaded 471 times



3) lift_Presets.JPG, downloaded 452 times



4) ScreenShot01.jpg, downloaded 462 times



5) ScreenShot02.jpg, downloaded 477 times



6) ScreenShot03.jpg, downloaded 460 times



Subject: Re: [model] single player atr lift fixed Posted by Gen_Blacky on Fri, 20 May 2011 22:07:38 GMT View Forum Message <> Reply to Message

nice job I like the rail. westwood already released all working assets for buildings you just have to put them to together properly.