
Subject: Some Warpath Updates.

Posted by [CNCWarpath](#) on Mon, 19 May 2003 00:37:55 GMT

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Well Guys Long Time Since I Posted Some Stuff Onto The Forums So Heres Some Stuff Thats Been Going On:

Flak Cannon :

Allied Bazooka Unskinned:

Axis Panzerschreck:

Axis Panzer IV-G Unskinned:

Axis Wespe Artillary:

Well There is Some Updates For You:

CNCWARPATH WEBSITE : <http://cncwarpath.co.uk>

CNCWARPATH FORUMS : <http://www.arm-ent.com/forum/forumdisplay.php?s=&forumid=92>

Subject: Some Warpath Updates.

Posted by [gendres](#) on Mon, 19 May 2003 02:32:53 GMT

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Really nice!!

Subject: Some Warpath Updates.
Posted by [spreegem](#) on Mon, 19 May 2003 10:56:36 GMT
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Subject: Some Warpath Updates.
Posted by [Aircraftkiller](#) on Mon, 19 May 2003 11:22:22 GMT
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Crummy texture job on the artillery... The flak cannon has the only decent texture work.

The tank fucking sucks!

The artillery piece is decently modeled, but, as I said, the textures suck ass.

Subject: Some Warpath Updates.
Posted by [England](#) on Mon, 19 May 2003 11:34:51 GMT
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Pretty

Subject: Some Warpath Updates.
Posted by [CNCWarpath](#) on Mon, 19 May 2003 12:15:56 GMT
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Aircraftkiller there are going to be upgrading and modifying things as we make more releases of course., and because u say their crap im not going to change them, thanks guys that appreciate the work.

but i wont have all negative replys aircraftk, im glad u like the flak.

Subject: Some Warpath Updates.
Posted by [Halo38](#) on Mon, 19 May 2003 13:08:03 GMT
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OHH My flying friend the glass is always half empty with you, aint it...

Edit: Just looked at the actual .W3D of the flak and the render don't do it justice

Edit2: All screen shots/renders are subject to change

Subject: Some Warpath Updates.

Posted by [PsycoArmy](#) on Fri, 23 May 2003 14:42:31 GMT

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ACK remember none of us are perfect.

Good job on the models.
