
Subject: ChronoShift inspired by AircraftKiller
Posted by [Oblivion165](#) on Tue, 24 Feb 2004 17:30:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Because AircraftKiller made a Iron Cuirtain, i was inspired to made a chronoshift. It will probably just shift you to preset points, or maybe a custom building, that i can place around.

I took some liberties with the model. But its close to the original.

Subject: ChronoShift inspired by AircraftKiller
Posted by [--oo00o00oo--](#) on Tue, 24 Feb 2004 18:40:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice start. but honestly if u didnt state it was the chronoshpere i never would have known.

Subject: ChronoShift inspired by AircraftKiller
Posted by [Jaspah](#) on Tue, 24 Feb 2004 20:20:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

They already have a Chronosphere model.

Subject: ChronoShift inspired by AircraftKiller
Posted by [Oblivion165](#) on Tue, 24 Feb 2004 20:56:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

really? f*ck

Subject: ChronoShift inspired by AircraftKiller
Posted by [Sir Phoenixx](#) on Tue, 24 Feb 2004 20:58:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's Fugly, doesn't even look like the Chronosphere.

Plus, why make your own when you can just place the Renegade Alert chronosphere (which has been around for quite some time) in the map?

Subject: ChronoShift inspired by AircraftKiller
Posted by [Oblivion165](#) on Tue, 24 Feb 2004 21:01:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

i didnt see theirs, i still dont, but there site is down

Subject: ChronoShift inspired by AircraftKiller
Posted by [Havoc 89](#) on Tue, 24 Feb 2004 21:02:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

thats a chronosphere??? umm no offence... but that looks liek a couple of boxes joined together with interior.

i think u should work on it some more.

Subject: ChronoShift inspired by AircraftKiller
Posted by [Oblivion165](#) on Tue, 24 Feb 2004 21:04:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

yeah im not sure how everything works, the only other building model i made was for my map desert glory, so its a newb building
