Subject: 60MB of cut files (Now up for download!)
Posted by Anonymous on Wed, 01 Jan 2003 15:20:00 GMT
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quote:Originally posted by npsmith82:Expanding on the "mobile machine gun" you have up there, the full model and texture is actually still inside the current always.dat with the name "v_nod_gunemp.w3d".I grabbed a screenshot of the Gun Emplacement.I'm really interested in seeing this in somebody's new mods/maps. Maybe it can be developed into a controllable anti-aircraft flak turret... just an idea.   Yeah, I noticed that, that's why I was trying to figure out character positions inside vehicles:http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=025759