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Subject: Fixed up Hand of Nod MP model

Posted by [Anonymous](#) on Sun, 29 Dec 2002 11:50:00 GMT

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quote:Originally posted by CyborgDC:Make the door much bigger and put spikes on the roof. Change the texture in front of the building, make the hand much longer. Change the texture on the sides. Make the metal texture little darker.I'm keeping it compatible with the aggregate files in Renegade. I'm not going to redesign them.I did add the spikes to it, however.

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