
Subject: Re: Scrin's Ultimates Collection (update)
Posted by [Scrin](#) on Wed, 25 Mar 2009 14:41:35 GMT
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Reaver11 wrote on Wed, 25 March 2009 08:09Hmm I dont like the agt to be honest. The textures are nice but the placement of the extra stuff screw it up. Internal tv status screens on the outside? (The agt guns dont fit which I know is a pain to rig)

Well the ramjet rifle is nice but the thing is the model is now unbalanced. The blue screen is nice but doesnt create a better gun. Same for the laser rifle in real combat that small screen would break of in a snap.

The tibvolt thingy looks cool but unbalanced as a gun. (The voltrifle on top is badly rigged onto the tibtrifle / where the muzzle of the volt is)

That ref is no where near the beta ref. The roll door is from beta constructionyard. Next the smoke pipe is different. Anyways here is a shot of the real one. (You can find the beta ref gmax files in the buildings.zip supplied by westwood, look in singleplayer under gdi ref WIP)

The model in the buildings.zip is not finished I will make a pack for a seperate fixed ref with original doors and some fixed assets. ->

Anyways why do you keep wanting feel better over other people by posting this when some of your models are unbalanced? As for graphics on all objects it is very nice but shape/organize wise it is bad.

the difference between my tiberium ref and your is: I can go to any server/map/game with them and play perfectly. You can do same thing with your DoOrBeTaCoNsTrUcTiOnYaRdReF? don't think so

And about weapons, im sure you are happy with your gun on that screenshot, mister Turbo squid cheap ramjet model replacement from Di3 and me

And im sure you are happy with this mutafucker dude on your server team? (i'l was simple trying to explore the M02 map, and got this...----->