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Subject: Re: Beta Models

Posted by [Reaver11](#) on Thu, 28 May 2009 10:02:50 GMT

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IronWarrior wrote on Wed, 27 May 2009 05:09rrutk wrote on Tue, 26 May 2009 05:24They are all boned in my mod. including gmax files. just open the pgk with mix editor.

Any chance you could make a file with all the boned betas please, would like to add that to Game-Maps.NET, credit will be given due for your work in boing them.

I'm currently busy with creating a big pack of beta stuff which includes nearly all that can be found or is recreated. This would allow users to just download one pack and have any beta asset they want.

This includes old already fixed assets by (somerhino or exdeath). Also I have spoken with rrutk and as long I credit him it would be all fine

This pack will include all gmax files including for the adv powerplant and other recreated assets.

Here is a preview of what is currently in the pack.

It will even include the m203 3rd person model!  
(yes it only has 80 polys )

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