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Subject: C&C Commando: M1083 Standard Cargo Truck

Posted by [Deactivated](#) on Fri, 23 Apr 2004 16:41:10 GMT

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AircraftkillerNo, it isn't. I wasn't talking about that. You put a tire on the inside of the truck cab, behind a passenger seat. It should be hanging BEHIND the truck cab.:

Ah, that one. Don't know why Geno put it there.

Doesn't matter, I removed it because it was just wasting polygons. By the way, there is a tire behind the cab.

AircraftkillerI'm not a professional 2D artist. I have to learn as I go along, and the only way to do that is to get the opinion of the public on what I create

Maybe you should have awaited to DB finish it before posting it?

AircraftkillerDoesn't matter either way, gimmicks are nowhere near as important as gameplay or graphics.:

But things like dives, vehicle lights and mouse/gamepad vehicle steering have an effect on gameplay.

No gimmicks=No game or mod. Gimmicks are needed to make things interesting.

AircraftkillerAll 30+, including all 20+ RA levels I've made over the past two years? Sure... That gets more lame each time someone posts it. "IT WAS ONLY WS MAPZ! MAPZ I S4Y!!! HE CNT DO NEDING HIMSALF!!!!!!!!!!!!1" Of course not. Becuase we ALL KNOW that WS made over 30 multiplayer levels. And they made every single one I'm using for RA. :rolleyes:

That's an exaggeration, right?

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