
Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 13:09:00 GMT
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cool

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 13:20:00 GMT
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very nice work. this community has some serious talent

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 13:25:00 GMT
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NICE

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 13:27:00 GMT
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<http://www.wildfiregames.com/insurrection/cncleveltutorial.shtml>

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 13:28:00 GMT
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oops wrong topic lol

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 13:41:00 GMT
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sweet

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 15:25:00 GMT

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Nice, does it have interiors?

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 15:58:00 GMT

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yes, the model does have an interior. It also has an interior for the main building(the biggest part of it).....Any textures do you guys think i need to change.

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 19:17:00 GMT

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Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Mon, 05 Aug 2002 21:29:00 GMT

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Excellent modelling there mate

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Tue, 06 Aug 2002 00:55:00 GMT

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Heres a pic of the Allied construction yard. I need your help because there is something wrong with it and i can not tell what it is. I dont know if it is a texture or something of the model. Heres the linkEnjoy Allied construction yard

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Tue, 06 Aug 2002 04:30:00 GMT

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Not bad!!!But what do you mean is wrong with the teytures???

Subject: Red Alert Construction Yard
Posted by [Anonymous](#) on Tue, 06 Aug 2002 13:23:00 GMT

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I think you should change the concrete texture at the bottom. It looks too cracked. Looks good though
