
Subject: Technical!

Posted by [Anonymous](#) on Wed, 11 Dec 2002 20:38:00 GMT

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the unit for GLA in "Generals" i have made! 1. the textures aren't for testing purposes.2.you don't see the character you bought where havoc is...<http://www.n00bstories.com/image.view.php?id=2140544568>

Subject: Technical!

Posted by [Anonymous](#) on Wed, 11 Dec 2002 21:17:00 GMT

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That screenshot is a bit dark.

Subject: Technical!

Posted by [Anonymous](#) on Thu, 12 Dec 2002 07:29:00 GMT

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you need to spend more time on modeling and texturing. but it would be neat if somehow a player could jump in the flatbed and control the gun. or he could just press q [December 12, 2002, 07:31: Message edited by: DeafWasp]

Subject: Technical!

Posted by [Anonymous](#) on Fri, 13 Dec 2002 00:07:00 GMT

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I can't spend time doing this, it will just something i made up out of the WW Truck, WW Humvee turret and WW character model, all it was is to do something because im old.
