
Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 01:01:00 GMT
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cool.it looks nice.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 02:40:00 GMT
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Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 03:09:00 GMT
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What did you exactly 'fix'

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 03:21:00 GMT
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quote:Originally posted by WoNtOn_WaGoN:What did you exactly 'fix' The front is different.He can beter make it how it was in TD.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 03:23:00 GMT
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Actually, Demo, I did more than the front. I also fixed up the sides a bit.<http://www.g-renegade.com/gameplay/viewimg.shtml?/images/structures/handofnod.jpg>That's what I modeled the new additions and fixes from.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 06:46:00 GMT
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I think you should add the spikes, too.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 07:47:00 GMT
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Make the door much bigger and put spikes on the roof. Change the texture in front of the building, make the hand much longer. Change the texture on the sides. Make the metal texture little darker.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 09:46:00 GMT
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quote:Originally posted by Taximes:I think you should add the spikes, too.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 09:57:00 GMT
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quote: Make the door much bigger and put spikes on the roof. What he said.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 10:47:00 GMT
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shut up guys, it looks great the way it is. and why would you make the door bigger? want to fit a tank through it?

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 11:11:00 GMT
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Hey Ack! Try putting that in Tropics and see how it gose!

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 11:50:00 GMT
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quote:Originally posted by CyborgDC:Make the door much bigger and put spikes on the roof. Change the texture in front of the building, make the hand much longer. Change the texture on the sides. Make the metal texture little darker.I'm keeping it compatible with the aggregate files in Renegade. I'm not going to redesign them.I did add the spikes to it, however.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 12:32:00 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1397443329>I just did that, fixed it up to look like the E3 Hand of Nod. It'll work in MP Renegade, so I'll end up releasing it as soon as I finish a map with it installed.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 17:23:00 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1264965877>

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 20:24:00 GMT
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This is what I meant about fix the texture on the front and sides.
<http://www.n00bstories.com/image.fetch.php?id=1961104781>

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Sun, 29 Dec 2002 20:50:00 GMT
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quote:Originally posted by CyborgDC:This is what I meant about fix the texture on the front and sides. <http://www.n00bstories.com/image.fetch.php?id=1961104781>No, because that looks like crap.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Mon, 30 Dec 2002 13:49:00 GMT
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Nice Job! I can't wait until it's put in new maps.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Thu, 02 Jan 2003 12:32:00 GMT
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ETA?

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Thu, 02 Jan 2003 12:42:00 GMT
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I'm not releasing it yet. I said I wanted to put it into a map first, if I actually do release it. I've taken up working on Noddingham again and have replaced the old Hand of Nod with the new one.

Subject: Fixed up Hand of Nod MP model
Posted by [Anonymous](#) on Thu, 02 Jan 2003 23:33:00 GMT
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nice
