Subject: Fixed Up Flag Models (Working now)
Posted by Anonymous on Mon, 13 Jan 2003 11:53:00 GMT
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Thanks to Dante for informing me about it; the flags I released previously weren't working properly. Here's the ones that do:http://www.cnczone.net/maps/ren/ctf/flags21.zipAnd here's pics of what they look like in vehicles and on infantry(Thanks to Neo227 and CNCZone for the webspace   )Also, if you're not a modder, you can stick these in your /Data/ directory for use in any other CTF maps (As long as the map's flags and the replacements have the same filenames).Note: I did animate these at first, but Renegade wasn't reading the animation. It was frozen in mid-undulation.   [January 13, 2003, 11:54: Message edited by: Taximes]

Subject: Fixed Up Flag Models (Working now)
Posted by Anonymous on Mon, 13 Jan 2003 15:05:00 GMT
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You can only animate them with a WWSkin.

Subject: Fixed Up Flag Models (Working now)
Posted by Anonymous on Tue, 14 Jan 2003 00:02:00 GMT
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It's no problem Taximes.

Subject: Fixed Up Flag Models (Working now)
Posted by Anonymous on Tue, 14 Jan 2003 06:30:00 GMT
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Good work! I especially like the infantry flag! Thats how CTF flags are supposed to be!

Subject: Fixed Up Flag Models (Working now)
Posted by Anonymous on Tue, 14 Jan 2003 07:34:00 GMT
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this flag model is the best so far.