Subject: Purchase Terminal [Model Request]

Posted by R315r4z0r on Mon, 14 Jul 2008 23:18:23 GMT

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Does anyone have the models of the purchase terminals I can use? There was a download for them linked from Renhelp.net in one of the tutorials, but the link is dead now.

So if anyone has them, would you mind uploading them please?

Subject: Re: Purchase Terminal [Model Request]

Posted by Veyrdite on Tue, 15 Jul 2008 02:02:40 GMT

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Go through the building aggregate list in LE until you find it, and then just get the W3D name from the preset.

Subject: Re: Purchase Terminal [Model Request]

Posted by R315r4z0r on Tue, 15 Jul 2008 04:51:32 GMT

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I was trying to avoid doing that cause I was actually looking for something else in the model. Converting it from a W3D removes everything.

Subject: Re: Purchase Terminal [Model Request]

Posted by HeavyX101- Left on Tue, 15 Jul 2008 05:04:35 GMT

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Do you need one that is already textured? Cuz i could give you a model my bro made, but it is not textured.

Subject: Re: Purchase Terminal [Model Request]

Posted by Veyrdite on Tue, 15 Jul 2008 08:16:06 GMT

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R315r4z0r wrote on Tue, 15 July 2008 14:51I was trying to avoid doing that cause I was actually looking for something else in the model. Converting it from a W3D removes everything. Only the materials and the W3D options.

What do you need from it? The health-bar material settings?

Subject: Re: Purchase Terminal [Model Request]

Posted by Darknes2 on Tue, 15 Jul 2008 14:32:21 GMT

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<building model name>_ag_3

example mgpwr_ag_3.w3d

im pretty shure this is it its either ag_2 or ag_3 mayby ag_4 lol

Subject: Re: Purchase Terminal [Model Request]
Posted by R315r4z0r on Tue, 15 Jul 2008 15:20:10 GMT

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Dthdealer wrote on Tue, 15 July 2008 04:16R315r4z0r wrote on Tue, 15 July 2008 14:51I was trying to avoid doing that cause I was actually looking for something else in the model. Converting it from a W3D removes everything.

Only the materials and the W3D options.

What do you need from it? The health-bar material settings?

Nah, it doesn't matter anymore. I'll just extract it from always. Thanks anyway.