
Subject: [model]Nod sydney v2
Posted by [ErroR](#) on Sat, 25 Oct 2008 12:00:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

The new and improved Nod Sydney

Special thanks to Di3 (for the model)

EDIT: the model din't work online.. well, fixed

File Attachments

1) [Nod Sydney.rar](#), downloaded 256 times

Subject: Re: [Release]Nod sydney v2
Posted by [IronWarrior](#) on Sat, 25 Oct 2008 12:35:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Where is the download link nub.

And I like that arm.

Subject: Re: [Release]Nod sydney v2
Posted by [LiL KiLLa](#) on Sat, 25 Oct 2008 13:40:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

well done gimmegimme

Subject: Re: [Release]Nod sydney v2
Posted by [ErroR](#) on Sat, 25 Oct 2008 13:48:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

IronWarrior wrote on Sat, 25 October 2008 15:35Where is the download link nub.

And I like that arm.

I attached it i think it's cuz i got an error when posted.

EDIT: For some reason it din't want to upload.. but i uploaded

Subject: Re: [Release]Nod sydney v2
Posted by [ErroR](#) on Sun, 26 Oct 2008 10:08:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

comments ?

Subject: Re: [Release]Nod sydney v2
Posted by [Di3HardNL](#) on Sun, 26 Oct 2008 12:30:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

it looks cool! especially the arm which i converted to it

Subject: Re: [Release]Nod sydney v2
Posted by [ErroR](#) on Sun, 26 Oct 2008 12:48:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

o rly?

Subject: Re: [Release]Nod sydney v2
Posted by [Canadacdn](#) on Sun, 26 Oct 2008 17:18:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

You should really scale down that mechanical hand. It's a lot bigger than her real one and looks silly.

Subject: Re: [Release]Nod sydney v2
Posted by [ErroR](#) on Sun, 26 Oct 2008 17:48:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Canadacdn wrote on Sun, 26 October 2008 19:18You should really scale down that mechanical hand. It's a lot bigger than her real one and looks silly.
it told him that

Subject: Re: [Release]Nod sydney v2
Posted by [samous](#) on Sun, 26 Oct 2008 20:13:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

it's cool, i won't use it (i have another skin for sydney now, and that would interfere with it), but its cool.

Subject: Re: [Release]Nod sydney v2
Posted by [ErroR](#) on Thu, 13 Nov 2008 19:43:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

EDIT: the model din't work online.. well fixed

Subject: Re: [Release]Nod sydney v2
Posted by [Di3HardNL](#) on Thu, 13 Nov 2008 22:31:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 26 October 2008 11:48Canadacdn wrote on Sun, 26 October 2008 19:18You should really scale down that mechanical hand. It's a lot bigger than her real one and looks silly. it told him that

wow, ask me again to model something for you. never heard you saying the arm was to big :S

Subject: Re: [Release]Nod sydney v2
Posted by [_SSnipe_](#) on Thu, 13 Nov 2008 22:33:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

to big can be a hack cant it? if the arm is to big and sticks out of a wall easier or something where it should not show can be a hack right?

Subject: Re: [Release]Nod sydney v2
Posted by [Di3HardNL](#) on Fri, 14 Nov 2008 16:19:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSnipe wrote on Thu, 13 November 2008 17:33to big can be a hack cant it? if the arm is to big and sticks out of a wall easier or something where it should not show can be a hack right?

there are also parts in them odel which are less fat, so who cares

Subject: Re: [Release]Nod sydney v2
Posted by [IronWarrior](#) on Sat, 20 Dec 2008 07:33:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Added to Game-Maps.NET at last.

<http://ren.game-maps.net/index.php?action=file&id=1288>

Sorry it took so long, been busy.
