
Subject: [Model] Crate Replacement
Posted by [Di3HardNL](#) on Fri, 16 Jan 2009 18:54:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

I saw in MOD forum a skin for this, I thought lets give the crate some reflection effect and change the shape a little. So here is the model.

- Replaces the little yellow crate
- Replaces the big grey crate

You can't see the reflection effect to well on this screenshot, but you'll get the idea

Enjoy

File Attachments

1) [Di3's Cube.rar](#), downloaded 178 times

Subject: Re: [Model] Crate Replacement
Posted by [ErroR](#) on Sat, 17 Jan 2009 21:24:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice one

Subject: Re: [Model] Crate Replacement
Posted by [Altzan](#) on Sun, 18 Jan 2009 00:00:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sure trumps mine. (Which I made in 3 minutes)
Great Job!

Subject: Re: [Model] Crate Replacement
Posted by [Goztow](#) on Sun, 18 Jan 2009 08:38:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks nice. Is it as big in-game as in the picture, though? When a server has the small yellow crates and you have the big ones, wouldn't you get the crate faster than ment to be if you run close to it?

Subject: Re: [Model] Crate Replacement
Posted by [Di3HardNL](#) on Sun, 18 Jan 2009 10:46:56 GMT

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

This cube is just the size of the yellow box
