

---

Subject: turret

Posted by [JsxKeule](#) on Sun, 01 Feb 2009 23:10:31 GMT

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

---

can some1 make me a turret skin like that  
and no i cant make it myself because gmax wont work on ym pc

### File Attachments

---

1) [turret.JPG](#), downloaded 711 times



Credits: 98694  
Time Remaining: 00:00

Subject: Re: turret  
Posted by [mr£Ä\\$Ä-z](#) on Sun, 01 Feb 2009 23:20:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Willst du den gleichen Turm oder so ein ähnlichen?

---

Subject: Re: turret  
Posted by [\\_SSnipe\\_](#) on Sun, 01 Feb 2009 23:21:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thats not a skin thats a whole new model (w3d)  
go to that map extract it and I think there more to do after that

---

Subject: Re: turret  
Posted by [JsxKeule](#) on Mon, 02 Feb 2009 09:43:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

er kann auch nur so ähnlich aussehen  
and i cant extract w3d files in gmax

---

Subject: Re: turret  
Posted by [Goztow](#) on Mon, 02 Feb 2009 10:08:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

English only, Madrackz. Bitte .

---

Subject: Re: turret  
Posted by [JsxKeule](#) on Mon, 02 Feb 2009 10:17:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the model can look like this on the pic with little changes

---

Subject: Re: turret  
Posted by [Di3HardNL](#) on Mon, 02 Feb 2009 10:51:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

if you want to use this online as replacement for the nod turret it would be kinda onnoying since the shape is completely different.

altho if you keep the basic standard of the original turret and add this turret to it it might be cool right now i have no time, but i might make it..

---

---

Subject: Re: turret  
Posted by [JsxKeule](#) on Mon, 02 Feb 2009 11:26:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

k tell me when you have finished

---

Subject: Re: turret  
Posted by [mrÄ&Auml;Ä-z](#) on Mon, 02 Feb 2009 14:43:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Mon, 02 February 2009 04:08English only, Madrackz. Bitte .  
English only, Goztow

---