
Subject: Drop Beacon Tutorial

Posted by [The Party](#) on Wed, 06 May 2009 14:08:30 GMT

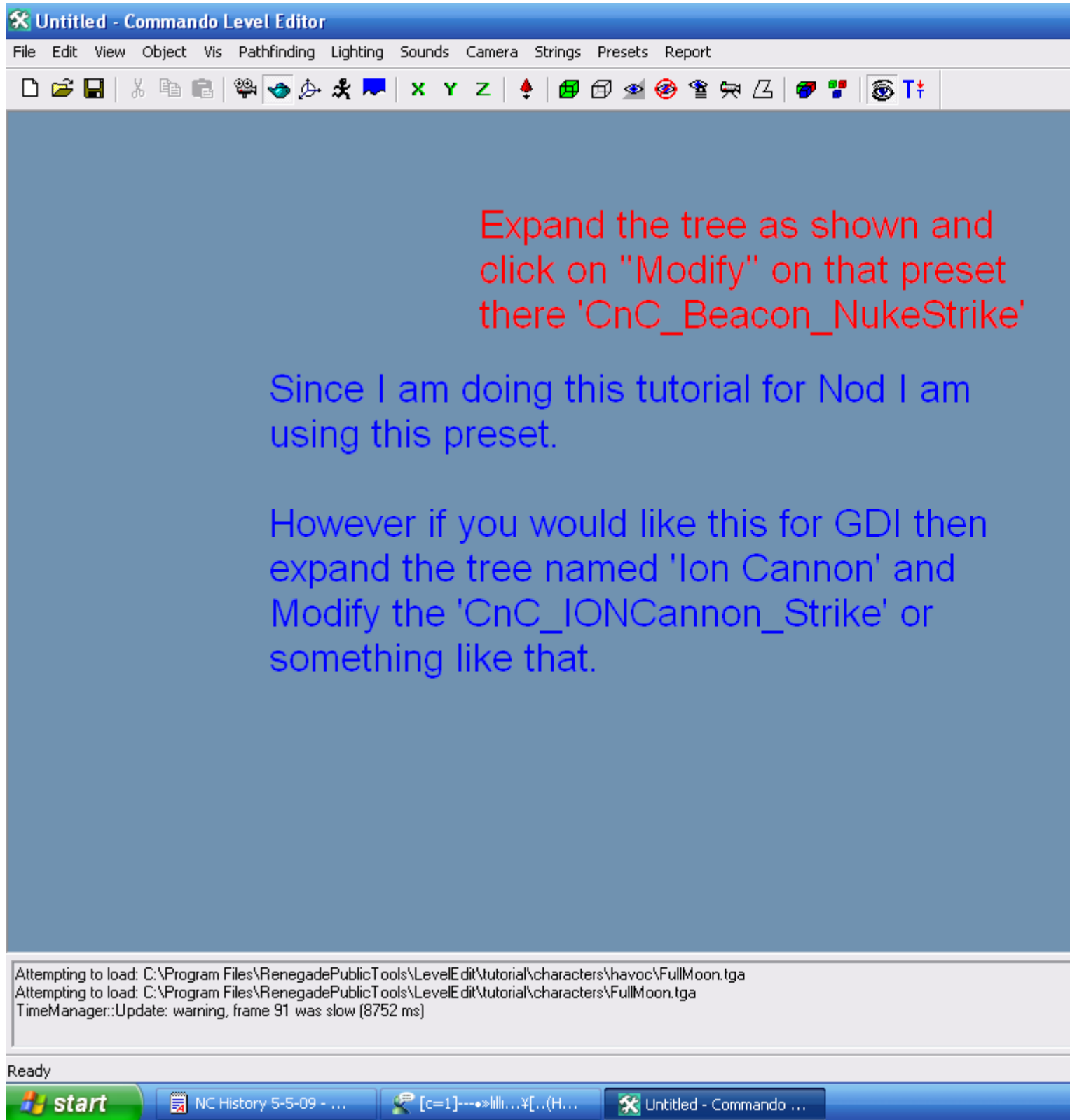
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Well here it is...

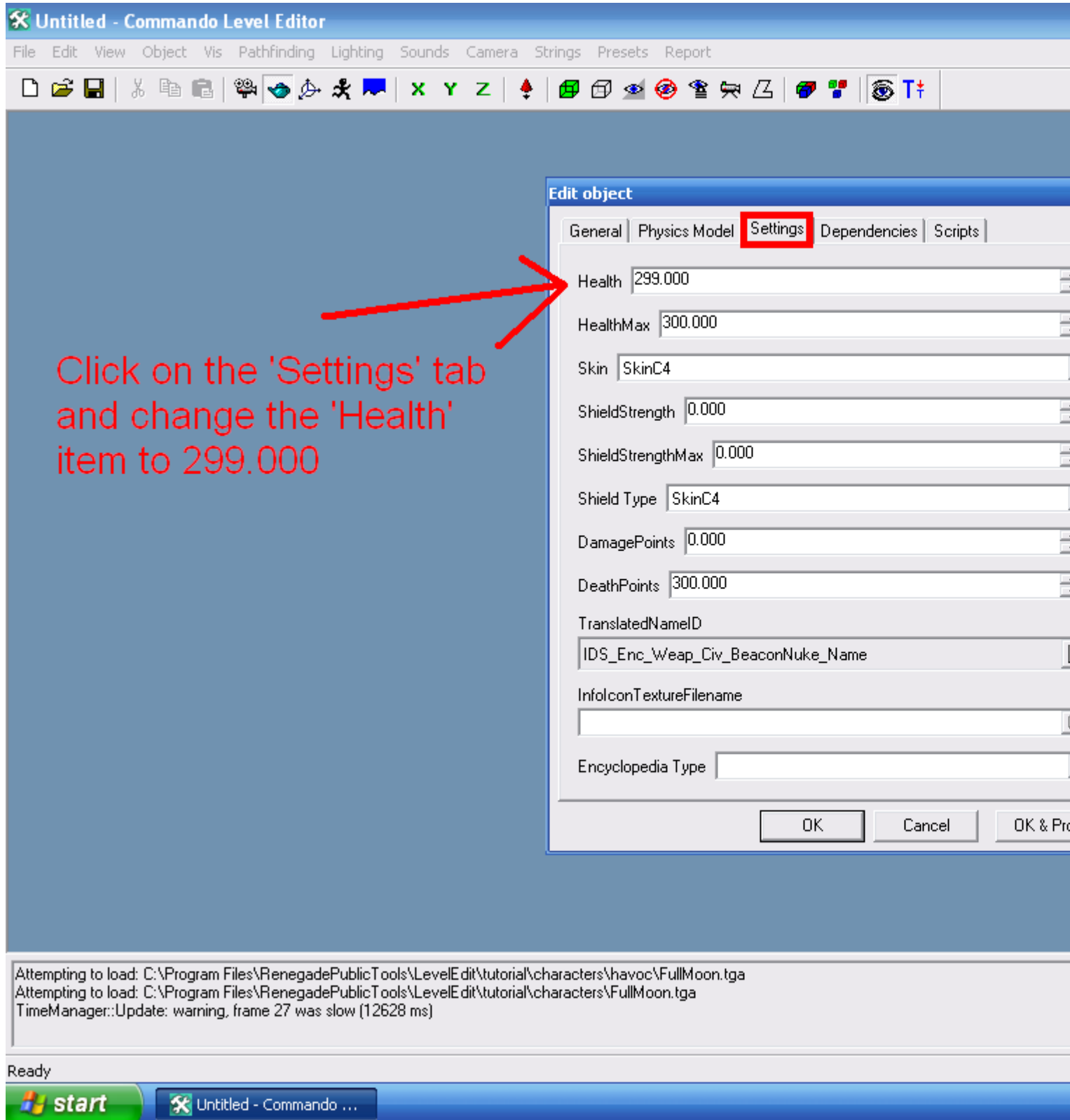
I would have added a spoiler but, the pictures did not work in them.

File Attachments

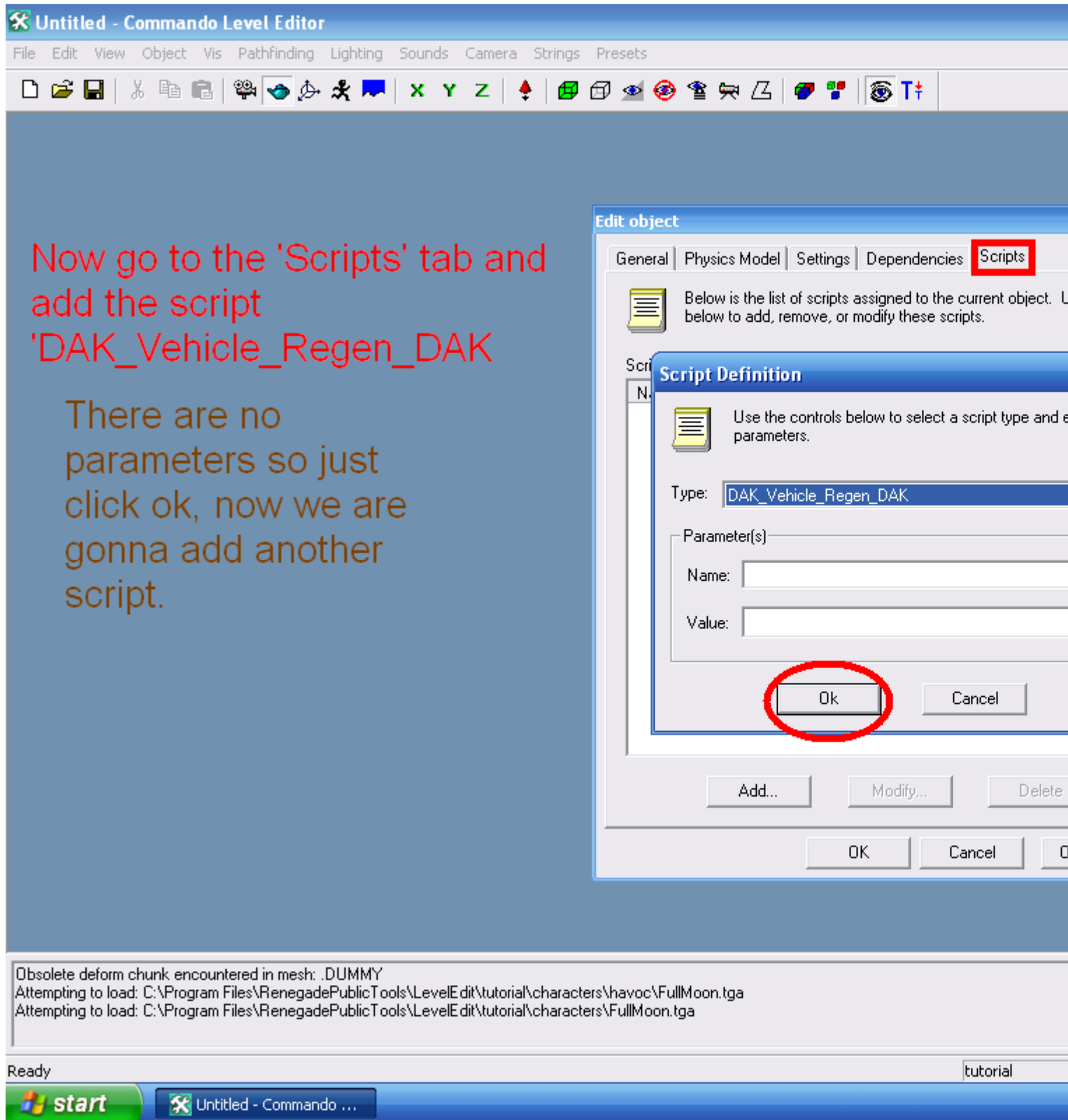
1) [1.PNG](#), downloaded 428 times



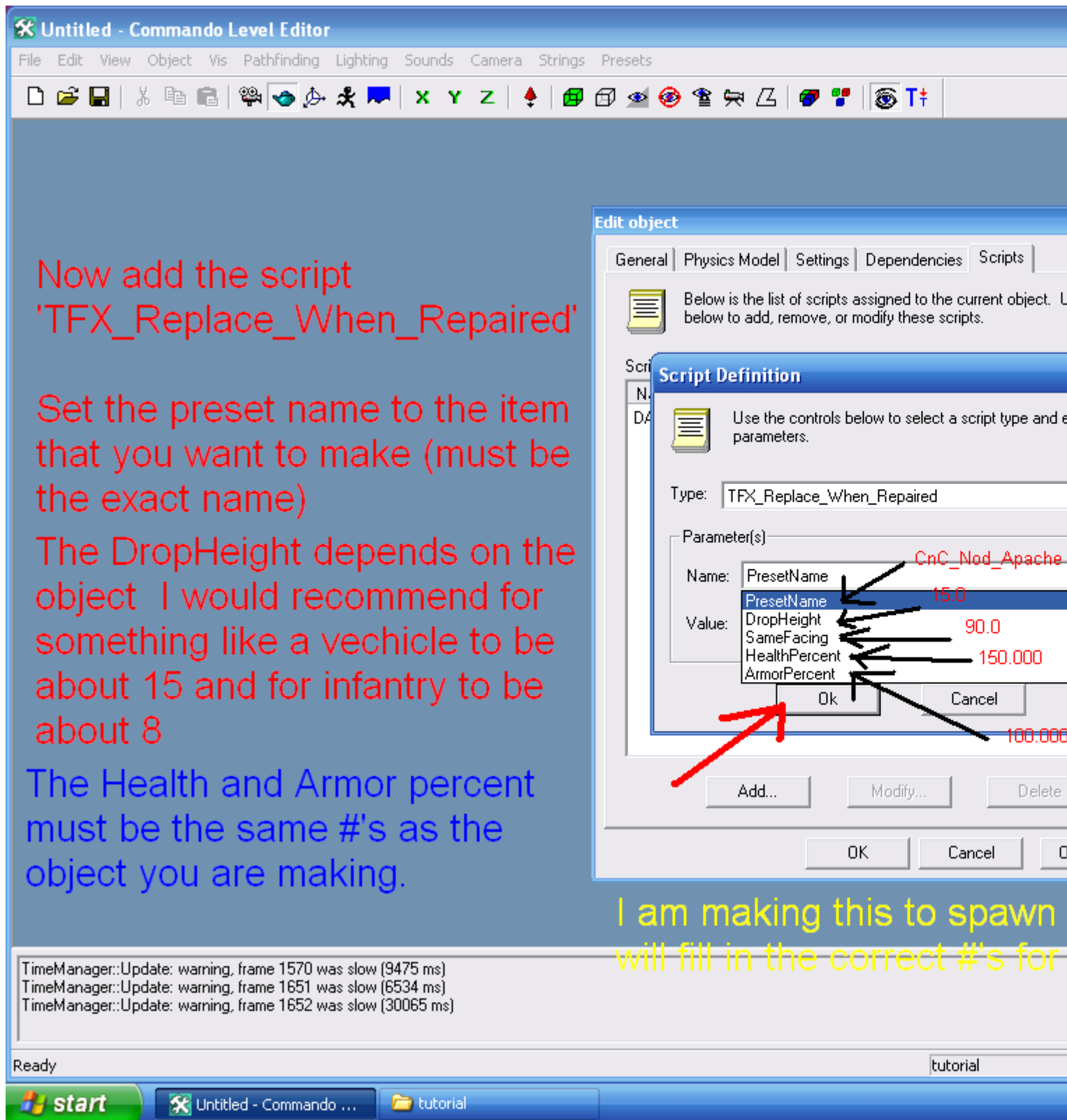
2) [2.PNG](#), downloaded 418 times

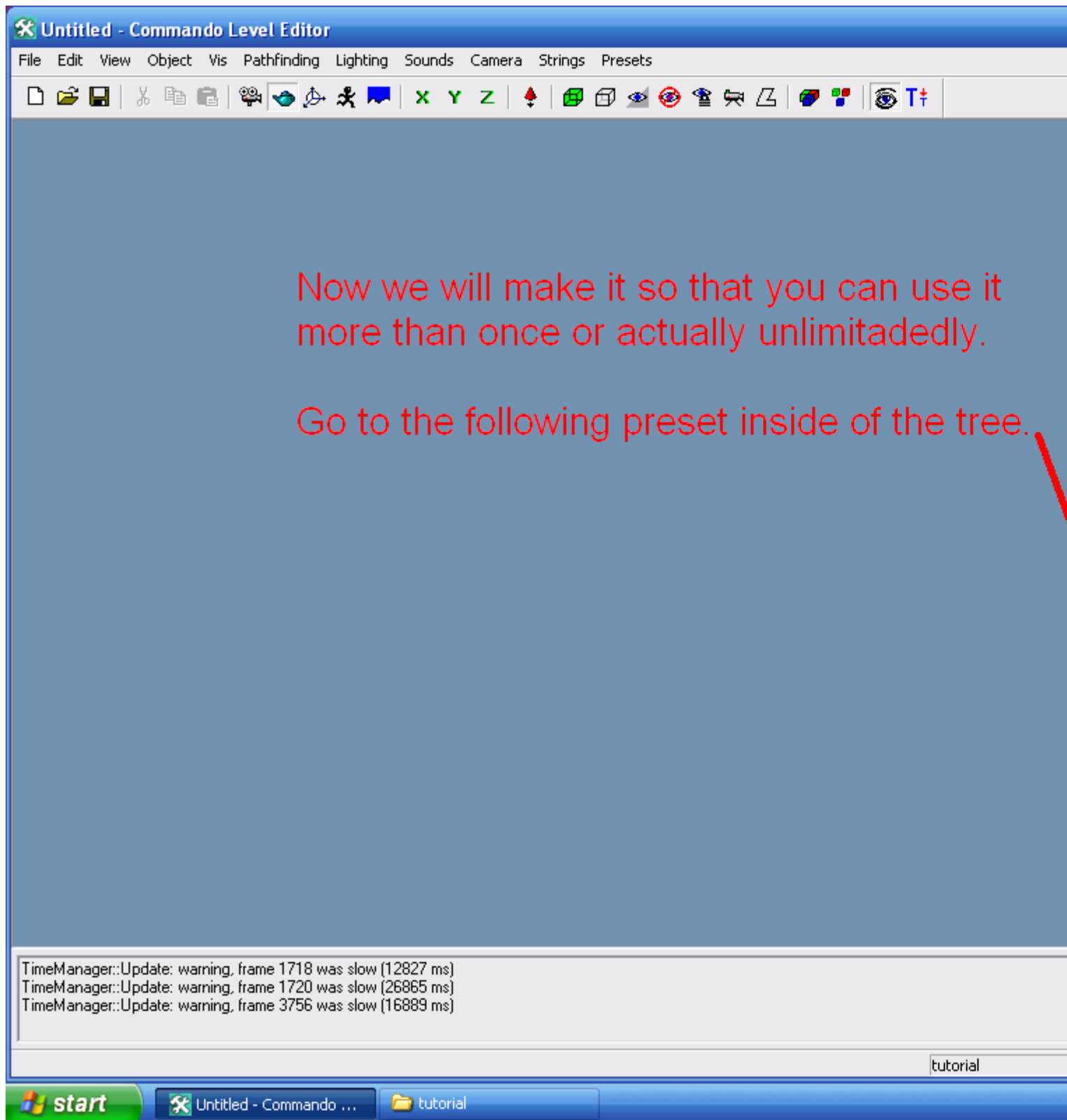


3) 3.PNG, downloaded 420 times

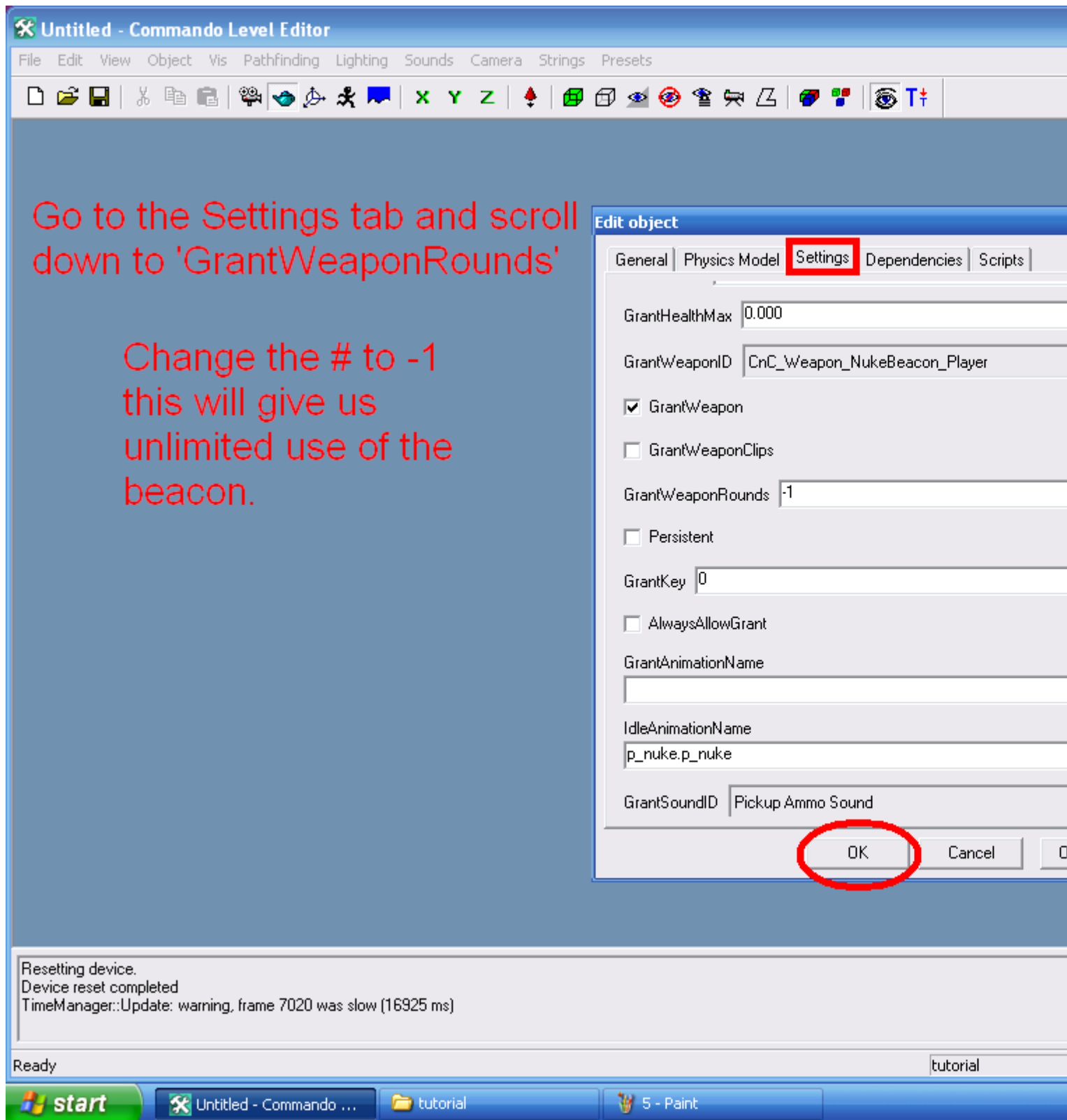


4) [4.PNG](#), downloaded 420 times

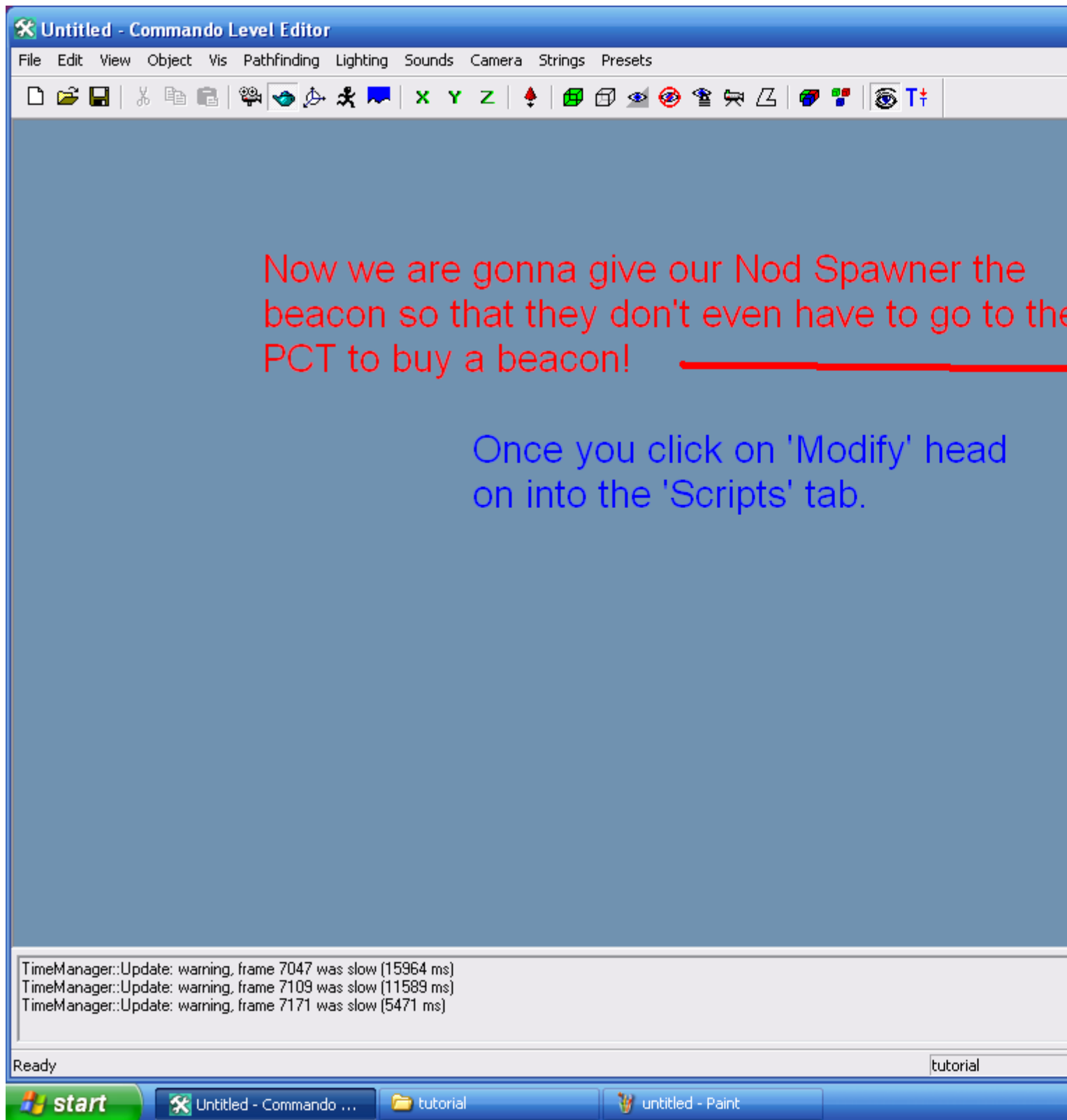




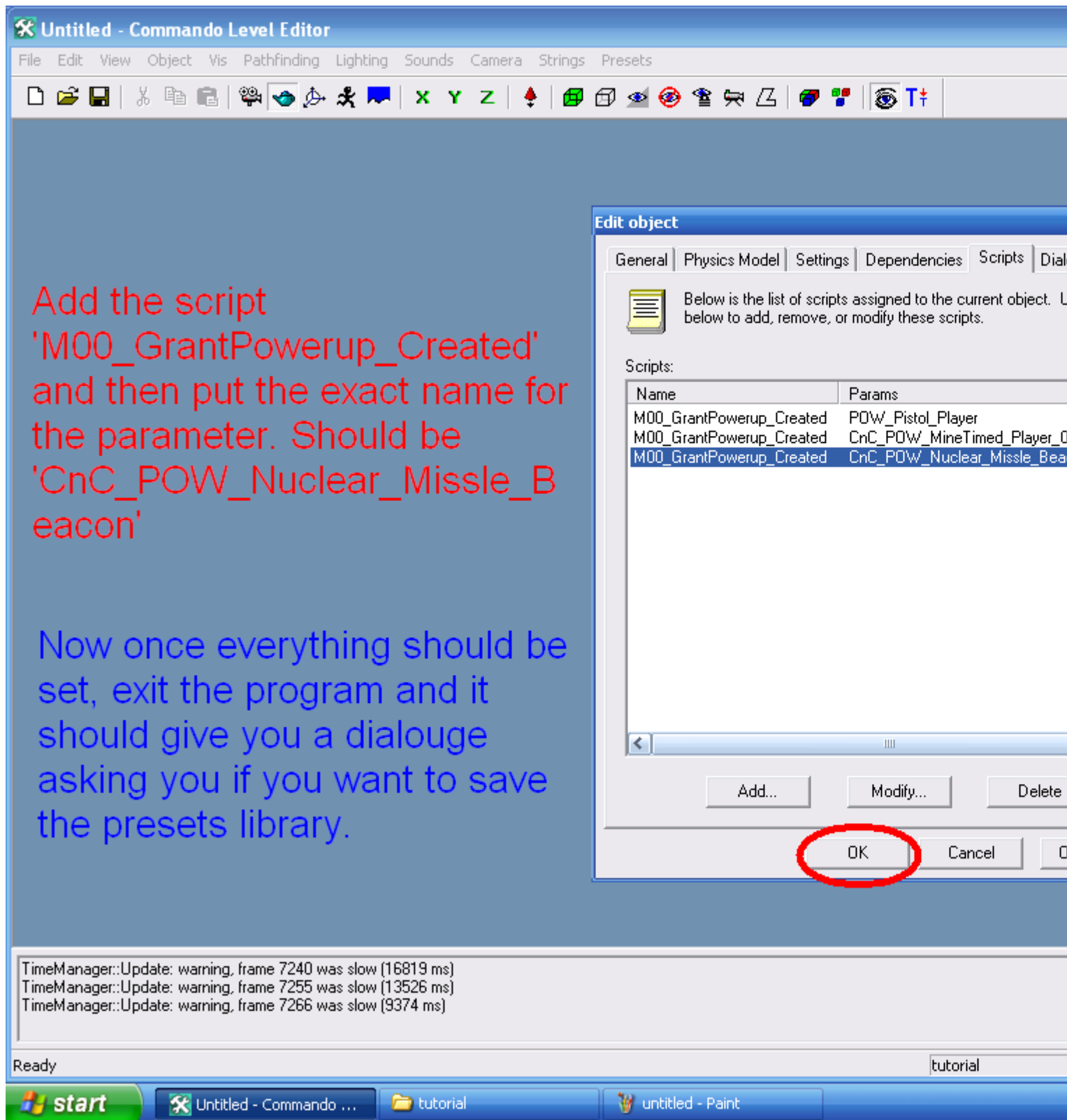
6) [6.PNG](#), downloaded 417 times



7) 7.PNG, downloaded 396 times

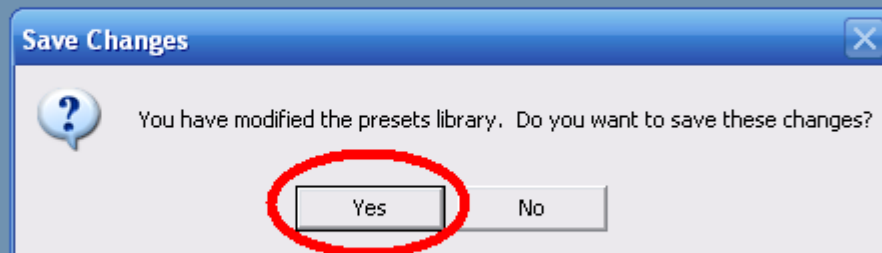


8) [8.PNG](#), downloaded 407 times

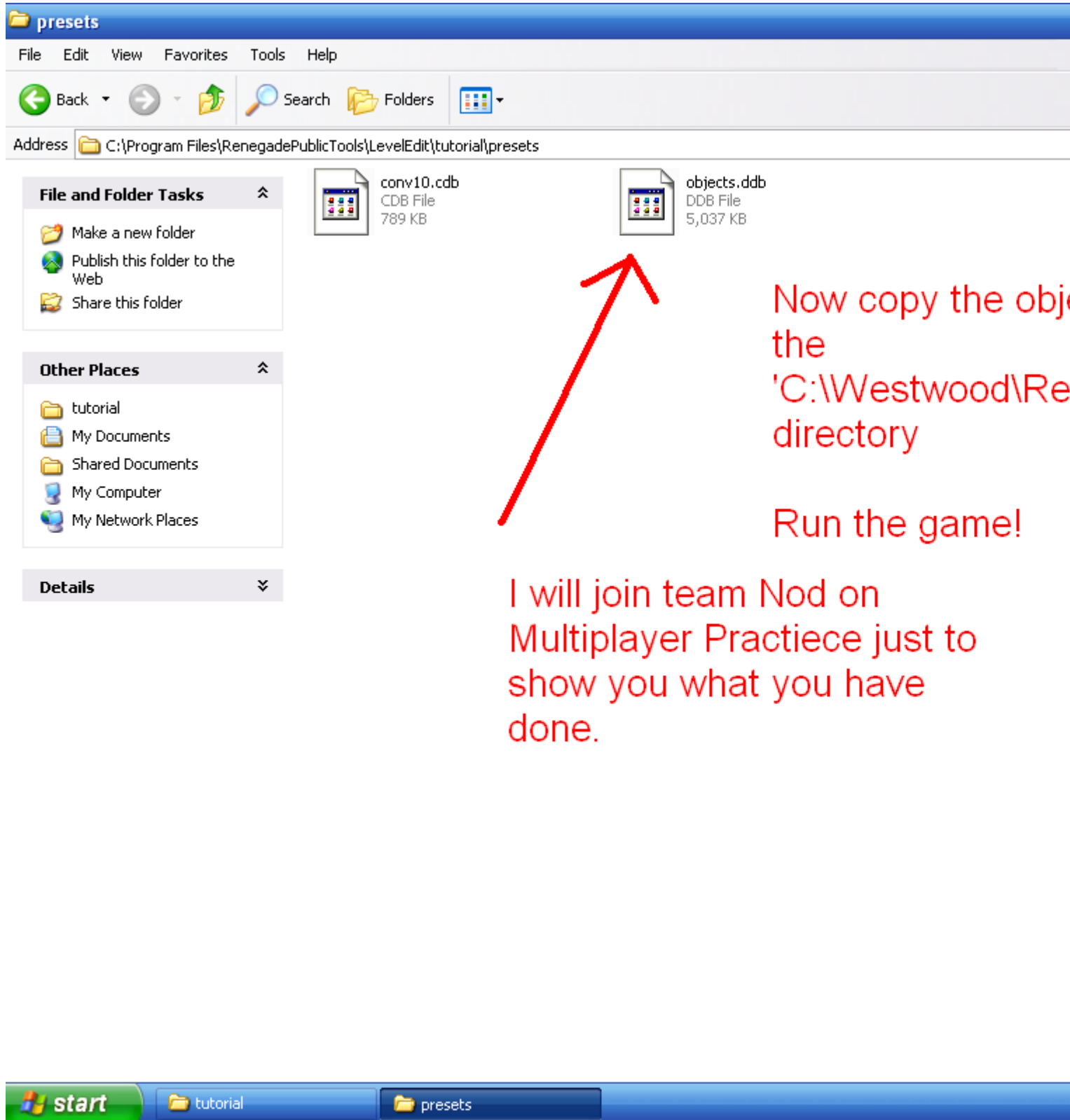


9) 9.PNG, downloaded 406 times

Click Yes and give a min to save don't rush or it will freeze and break and it will be all your fault! :<



10) [10.PNG](#), downloaded 416 times



Now copy the obj
the
'C:\Westwood\Re
directory

Run the game!

I will join team Nod on
Multiplayer Practiece just to
show you what you have
done.

Subject: Re: Drop Beacon Tutorial
Posted by [ErroR](#) on Wed, 06 May 2009 14:26:40 GMT

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i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

Subject: Re: Drop Beacon Tutorial
Posted by [The Party](#) on Wed, 06 May 2009 15:21:38 GMT
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Yeah I am kind of planning to remake his tutorials so becuae his video program stinks...

Subject: Re: Drop Beacon Tutorial
Posted by [Gen_Blacky](#) on Wed, 06 May 2009 17:45:40 GMT
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yea reborn already made a tut for this.

Subject: Re: Drop Beacon Tutorial
Posted by [The Party](#) on Wed, 06 May 2009 17:52:56 GMT
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ErroR wrote on Wed, 06 May 2009 09:26i saw reborn's tut, but it's loading HELL OF A LONG time cuz of the quality, so thanks for it

MasterEvolution wrote on Wed, 06 May 2009 10:21Yeah I am kind of planning to remake his tutorials so becuae his video program stinks...

Becuae it takes a long time to load for me to and people with 56K well pffff, read the posts lamo.

Subject: Re: Drop Beacon Tutorial
Posted by [Altzan](#) on Thu, 07 May 2009 14:44:55 GMT
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Not a bad tutorial.
Can make Multiplayer Practice fun, eh?
