
Subject: NPWR

Posted by [mr£Ä\\$Ä-z](#) on Mon, 06 Jul 2009 21:58:20 GMT

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WIP

NPWR

Subject: Re: NPWR

Posted by [JsxKeule](#) on Mon, 06 Jul 2009 22:01:10 GMT

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thats awesome texture you going to add something?

Subject: Re: NPWR

Posted by [mr£Ä\\$Ä-z](#) on Mon, 06 Jul 2009 22:05:49 GMT

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Its WIP sure there will be more / already added more.

Subject: Re: NPWR

Posted by [Player](#) on Mon, 06 Jul 2009 22:13:46 GMT

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JsxKeule wrote on Mon, 06 July 2009 18:01thats awesome texture

Subject: Re: NPWR

Posted by [mr£Ä\\$Ä-z](#) on Mon, 06 Jul 2009 22:19:06 GMT

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That was just a Test, the real skinpack looks much diffrent, to get rid of Bugs and Dis/Advantages. Comparison will come later

Subject: Re: NPWR

Posted by [Player](#) on Mon, 06 Jul 2009 22:28:12 GMT

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diffrent, to get rid of Bugs and Dis/Advantages. Comparison will come later

Sounds interesting... good luck

Subject: Re: NPWR

Posted by [mr£Ä\\$Ä-z](#) on Mon, 06 Jul 2009 22:30:29 GMT

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The reason is, to retexture a Building you need to scale it, but that will give some Bugs, so i need to REPLACE Textures now and ADD only new things. Suggestions are welcome, thinking about releasing some of my crap.

Subject: Re: NPWR

Posted by [Reaver11](#) on Mon, 06 Jul 2009 23:02:00 GMT

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Nice textures, I wonder where I have seen them before

Subject: Re: NPWR

Posted by [kill](#) on Mon, 06 Jul 2009 23:37:31 GMT

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yes very nice textures but i wonder if will relase it :/

Subject: Re: NPWR

Posted by [Altzan](#) on Tue, 07 Jul 2009 05:39:01 GMT

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Looks pretty good, nice job.

Subject: Re: NPWR

Posted by [anant](#) on Tue, 07 Jul 2009 05:54:54 GMT

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kill wrote on Mon, 06 July 2009 18:37yes very nice textures but i wonder if will relase it :/
nope. No release, Guaranteed

Subject: Re: NPWR

Posted by [Reaver11](#) on Tue, 07 Jul 2009 08:11:07 GMT

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anant wrote on Tue, 07 July 2009 06:54kill wrote on Mon, 06 July 2009 18:37yes very nice textures but i wonder if will relase it :/
nope. No release, Guaranteed

The textures arent even his and are already released. I wonder whose they were though.

Subject: Re: NPWR
Posted by [anant](#) on Fri, 10 Jul 2009 02:15:50 GMT
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50 bucks on Scrin

Subject: Re: NPWR
Posted by [Reaver11](#) on Fri, 10 Jul 2009 09:23:23 GMT
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anant wrote on Thu, 09 July 2009 21:1550 bucks on Scrin

No

Subject: Re: NPWR
Posted by [mr£ÄŞÄ-z](#) on Fri, 10 Jul 2009 12:37:14 GMT
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Textures are from Reaver mate

Subject: Re: NPWR
Posted by [Reaver11](#) on Fri, 10 Jul 2009 13:19:41 GMT
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Yup, I gotta admit its a nice idea to use them like that. It would never poped up in my mind

Also anant can I collect my 50 bucks
