Subject: Subway Car

Posted by Deafwasp on Thu, 17 Apr 2003 21:39:46 GMT

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Here is a screenie of my subway car that is 50% done. I am working hard to texture it right. I still need to fix a few textures like the seats, but its geting there.

http://n00bstories.com/image.fetch.php?id=1297333218

This is for the working subway I will have in Pentagram.

Anyone want to help me with the map? Must be good ant creating vehicles and using scripts/waypoints.

Subject: Subway Car

Posted by Rich[HN] on Thu, 17 Apr 2003 22:09:05 GMT

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Looks good, will the train move or just have spawn weapons on it?

Subject: Subway Car

Posted by Sir Phoenixx on Thu, 17 Apr 2003 23:09:25 GMT

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Move, it's a vehicle on a set of waypoints.

Subject: Subway Car

Posted by Deafwasp on Fri, 18 Apr 2003 01:07:37 GMT

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textures have improved. should look real nice like

Subject: Subway Car

Posted by maytridy on Fri, 18 Apr 2003 17:21:28 GMT

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Very nice, good job. Can't wait for a pic of the exterior.

Subject: Subway Car

Posted by mike 9292 on Fri, 18 Apr 2003 17:50:16 GMT

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looks cool

Subject: Subway Car

Posted by Rich[HN] on Fri, 18 Apr 2003 21:21:47 GMT

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When will this map be released?

I can't wait to play on it

Subject: Subway Car

Posted by Deafwasp on Fri, 18 Apr 2003 22:03:15 GMT

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Dunno. If I can get the subway and the veinhole monster going we should be all set for a quick release.

Subject: Subway Car

Posted by maytridy on Fri, 18 Apr 2003 22:51:51 GMT

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Awesome. I'm up for betatesting, if you need it. E-mail me: Maytridy@rochester.rr.com

Subject: Subway Car

Posted by Leaddog28 on Sat, 19 Apr 2003 17:03:18 GMT

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It looks really good. The only thing missing is some poles down the center. Great job.