
Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [Halo38](#) on Thu, 08 May 2003 12:26:52 GMT

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Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [Aircraftkiller](#) on Thu, 08 May 2003 19:57:24 GMT

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That isn't a "guard post." It's a place where infantry can avoid being crushed by tanks.

Its real name is "Post 02."

Why would you need to upload the scaling tool? It's already in the Buildings.zip file...

Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [General Havoc](#) on Thu, 08 May 2003 23:13:39 GMT

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This is sort of related, I found a zip archive on my old harddrive and I have uploaded it to Dante's Mod Exchange. It contains some models extracted by Dante and retextured by ACK. It has some stuff like the volcano bunker and the "guardposts". Also them things that I think are called tank traps.

_General Havoc

Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [Aircraftkiller](#) on Thu, 08 May 2003 23:22:23 GMT

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Huh? I don't recall retexturing anything.

The only things I did were the fuel\toxic\biological barrels that are present in Glacier Flying.

Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [General Havoc](#) on Thu, 08 May 2003 23:41:12 GMT

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Well the barrels were in the archive so thats probably why your name was in it.

Subject: WW Gaurd Post & Commando figure @ Mod X

Posted by [Halo38](#) on Fri, 09 May 2003 13:16:06 GMT

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Aircraftkiller That isn't a "guard post." It's a place where infantry can avoid being crushed by tanks.

Thanks for stating the obvious.... :rolleyes:

Aircraftkiller

Its real name is "Post 02."

Anyone who hasn't imported the map and selected the object wouldn't know this. if you first saw that object i belive a gaurd post describes it a bit better than just 'post 02' :rolleyes:

If you want to be picky about model names please refer to the scaling tool as 'commando+' it's real name :rolleyes:

Aircraftkiller

Why would you need to upload the scaling tool? It's already in the Buildings.zip file...

I found it ages ago inside a file in the buildings.zip. as i said i couldn't remember which file the model was in (if you cared to read the thread) to save anyone going through the trouble of searching through all the files in the zip to find it i thought it would be easier if i just uploaded it.... as it says on the mod x 'upload any files you have'

Are you trying to imply that it was pointless to upload the commando figure? It has 4 downloads already so some ones modding life has been made easier by my uploading of this model.....

I thought you being a smart individual would have worked this out.....

Case closed.

Subject: WW Gaurd Post & Commando figure @ Mod X

Posted by [Aircraftkiller](#) on Fri, 09 May 2003 20:48:36 GMT

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Wow, you're an ass.

That's the last time I help you identify tiny things, which you're always apt to do.

Subject: WW Gaurd Post & Commando figure @ Mod X

Posted by [Dante](#) on Fri, 09 May 2003 23:13:54 GMT

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i retexured that stuff, and i used the names of the objects as the names of the mesh it was based from, so you can blame me for that (if there is blame for it :/)

also, it is the Nod Command Console that has the commando+ mesh in it

Subject: WW Gaurd Post & Commando figure @ Mod X

Posted by [Halo38](#) on Sun, 11 May 2003 15:31:56 GMT

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AircraftkillerWow, you're an ass.

Edit: Was that an example of ad homien??

Maybe i was jumping to a conclusion in thinking you were being an ass towards me, (I was only returning the type of responce I belived you were directing at me) in ponting out these tiny inaccuraceys. But in all fairness I unfortunatly come to expect it from you (as do many other forum members).

First impressions count alot toward the way you judge a person. The impression you gave me of yourself when i first spoke up in the old forums was not one to be proud of.

I have been corrected by General Havoc before, but as he has never displayed himself as an ass toward me i take his comments as constructive, I think you see where i'm coming from.

If you have suddenly changed your ways, don't expect everyone to detect this change instantly. Your comments are still based on "the glass is half empty" so as you can see it is hard to detect your stance.

Aircraftkillerwhich you're always apt to do.

Can you offer any evidence of this?? *tumbel weed blows by*

Subject: WW Gaurd Post & Commando figure @ Mod X

Posted by [Halo38](#) on Sun, 11 May 2003 15:39:32 GMT

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Dantealso, it is the Nod Command Console that has the commando+ mesh in it

Cheers

Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [maytridy](#) on Sun, 11 May 2003 18:19:31 GMT
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Doh! I was texturing those "post 02" thingies. Oh well.....

Wasn't a pack of dummys already released? (Buildings and character)

Subject: WW Gaurd Post & Commando figure @ Mod X
Posted by [Halo38](#) on Sun, 11 May 2003 18:32:44 GMT
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maytridy

Wasn't a pack of dummys already released? (Buildings and character)

I was supposed to put these up weeks ago but as n00bstories went down I didn't have anywhere to upload the pics. only just realising that i could do it on the mod X and not having looked in that pack i thought why not
