
Subject: GDI & Nod Outposts (unfinished WW models) @ Dantes Mod X
Posted by [Halo38](#) on Thu, 13 Mar 2003 20:31:28 GMT

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Subject: GDI & Nod Outposts (unfinished WW models) @ Dantes Mod X
Posted by [rawapple](#) on Thu, 13 Mar 2003 20:42:16 GMT

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Nice!!!

How did you get the ladders to work tho?

Subject: GDI & Nod Outposts (unfinished WW models) @ Dantes Mod X
Posted by [Halo38](#) on Thu, 13 Mar 2003 20:49:01 GMT

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rawappleNice!!!

How did you get the ladders to work tho?

????? to work??? you need to add objects-->transitions-->ladder up & ladder down to the model in level edit.

FYI: the ladders are different from that in the pictures. (they now are 'ladder.tga' textured on to a box with the alpha channels enabled)
