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Subject: Where are the buildings!?

Posted by [tarsonis9](#) on Wed, 20 Aug 2003 19:02:54 GMT

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While I was working on a map in comando editor, and went looking for bunkers, the pillbox looking ones, I couldn't find them. I looked in presets, DSAPO, everywhere. I was also looking for tents, like the ones Nod has in Prison Camp DM. Any help would be great

thanks

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Subject: Where are the buildings!?

Posted by [General Havoc](#) on Wed, 20 Aug 2003 20:04:19 GMT

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Um, yeah there not in comando. The maps are made in 3D Studio max that westwood used and nearly all of the exterior artwork would have been part of the map done in 3D studio. However some things are DSAPO objects that would be used in more than one level however some objects are part of the map. The bunkers are available somewhere for download I think, try Dante's Mod exchange and have a look. I uploaded some re textured models by someone not long ago. <http://www.renevo.com>

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Subject: Re: Where are the buildings!?

Posted by [Griever92](#) on Thu, 21 Aug 2003 08:39:38 GMT

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tarsonis9While I was working on a map in comando editor, and went looking for bunkers, the pillbox looking ones, I couldn't find them. I looked in presets, DSAPO, everywhere. I was also looking for tents, like the ones Nod has in Prison Camp DM. Any help would be great

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You could always just use RenegadeEx and extract the models you need (If you know what file it is, which one they're in, and if you have permission from the creator of the model(s). )

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Subject: Where are the buildings!?

Posted by [Aircraftkiller](#) on Thu, 21 Aug 2003 09:08:36 GMT

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If he's talking about the bunkers present in Bunkers\BunkersTS\Basin\BasinTS\River Canyon\Pretty much any level I've done, those are mine and I do not want them used.

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Subject: Where are the buildings!?

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Posted by [General Havoc](#) on Thu, 21 Aug 2003 15:15:59 GMT

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However there is nothing stopping you from opening one of Westwoods maps in RenX with the W3D importer and taking them off the map and re-texturing them. You can use them in your maps freely then.

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