
Subject: Naval Yard

Posted by [Oblivion165](#) on Fri, 27 Feb 2004 22:58:23 GMT

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I modeled a naval yard.....yes its not good enough, but it has a working crane, and it makes Boat AI, that circle your base and shoot at people, so far i only modded Islands from renegade, but its pretty cool, it works off a spawner inside the lover bowl, and when it makes one (after the first it destroyed) the crane picks up a crate and lowers it into the lower deck.

The boat just follows a waypath around the land. and shoots a machinge gun, i used that boat model that they didnt include in renegade.

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Posted by [maytridy](#) on Fri, 27 Feb 2004 23:01:45 GMT

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Looks pretty good, but that texture on the ground looks stretched.

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Posted by [blackhand456](#) on Sun, 29 Feb 2004 13:39:55 GMT

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Is there anyway i could use it?

Subject: Naval Yard

Posted by [Oblivion165](#) on Sun, 29 Feb 2004 20:54:28 GMT

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yeah i think you could, ill release it on my site, i want to make it have more detail, its kinda bland, not very much going on. i do like to see the crane go though.
