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Subject: Re: Beacon models (yet again)...please don't delete

Posted by [Mad Ivan](#) on Wed, 01 Mar 2006 23:18:46 GMT

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Ist a tad late here so I havent tested these.

However, slap them in your Renegade Data dir and try them.If they dont work, use W3D View to open w\_ionb\_open.W3D -> Hierachy -> W\_IONB\_OPEN and see how it looks.

I can do both GDI and Nod versions, test them, scale them so you can see them above the highest building in Ren, apply some fancy texture effects for better eYe appeal and give them to you.Keep in mind that they are not RenGuard-verified (and probably WONT BE) so you have to remove them from your copy of Renegade each time you want to play online.

If you are interested-drop me a PM or:

ICQ# 117855039

EDIT: I used aggregates, because im a lazy bum atm.But i can do them the normal way if you are interested.

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