
Subject: Re: New GDI Advanced Guard Tower
Posted by [Scrin](#) on Fri, 15 May 2009 10:11:35 GMT

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Di3HardNL wrote on Fri, 15 May 2009 03:50Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pilar a darker texturee. But i might be to lazy for that since this is a very old project
