

---

Subject: Make The Field TS Ref

Posted by [anant](#) on Tue, 13 Jan 2009 03:11:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Could someone make the Field TS ref for me please???

i'd love it

---

### File Attachments

1) [ScreenShot01.png](#), downloaded 369 times



2) [ScreenShot02.png](#), downloaded 382 times



---

Subject: Re: Make The Field TS Ref  
Posted by [slosha](#) on Tue, 13 Jan 2009 04:38:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

open xcc mixer and open the .mix

---

---

Subject: Re: Make The Field TS Ref  
Posted by [anant](#) on Tue, 13 Jan 2009 05:29:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I dont have that program, would you be gennerious enough as to do it for me?

---

---

Subject: Re: Make The Field TS Ref  
Posted by [ErroR](#) on Wed, 14 Jan 2009 11:52:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nvm

---

---

Subject: Re: Make The Field TS Ref  
Posted by [Di3HardNL](#) on Wed, 14 Jan 2009 12:13:09 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

So you want that ref for only the map field or for every map?

---

---

Subject: Re: Make The Field TS Ref  
Posted by [ErroR](#) on Wed, 14 Jan 2009 12:17:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Wed, 14 January 2009 14:13So you want that ref for only the map field or for every map?

i think every, but it has to be re imported into gmax because it does nothing if it's just dumped into the data folder

---

---

Subject: Re: Make The Field TS Ref  
Posted by [GEORGE ZIMMER](#) on Wed, 14 Jan 2009 12:32:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Considering that it has a downstairs and everything, that uh, kinda can't be done for a model replacement, lol. Unless you just mean the exterior...

---

---

Subject: Re: Make The Field TS Ref  
Posted by [jonwil](#) on Wed, 14 Jan 2009 13:58:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I suspect that that building (or most of it) is in the buildings.zip file on the westwood FTP.

---

---

Subject: Re: Make The Field TS Ref  
Posted by [ArtyWh0re](#) on Wed, 14 Jan 2009 20:01:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Does he want the building file to be placed in maps or just the skins/textures?

---

---

Subject: Re: Make The Field TS Ref  
Posted by [anant](#) on Sat, 17 Jan 2009 21:09:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sorry i have not been home, i want it for ALL the maps please

Thanks

EDIT: Is there one for NOD too? If so please include it

---