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Subject: comment to a wf model  
Posted by [JsxKeule](#) on Fri, 22 May 2009 11:35:56 GMT  
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i made a new wf exterior and wanted to know what i can do better or what is good...

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### File Attachments

1) [wf.JPG](#), downloaded 1070 times



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SE

150

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Credits: 98929  
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Subject: Re: comment to a wf model  
Posted by [Tupolev TU-95 Bear](#) on Fri, 22 May 2009 12:30:46 GMT  
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hey i would give anything for thw WF

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Subject: Re: comment to a wf model  
Posted by [Scrin](#) on Fri, 22 May 2009 12:33:35 GMT  
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ARGHH!!!  
Fucking asshole stealed my reborn's hud!!!!

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Subject: Re: comment to a wf model  
Posted by [JsxKeule](#) on Fri, 22 May 2009 12:35:22 GMT  
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do you remember  
i didnt stole it  
you gave it to me  
for the med tank skin  
and cause you ignore me now  
i cant give you the other things you wanted to have

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Subject: Re: comment to a wf model  
Posted by [Player](#) on Fri, 22 May 2009 12:44:12 GMT  
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I love it  
Good job Keule

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Subject: Re: comment to a wf model  
Posted by [Reaver11](#) on Fri, 22 May 2009 14:20:30 GMT  
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Well Personally I don't like it. It is not that bad looking but the building just isnt logical. A crane on top of the roof for lifting eerh?

The smoke pipes to the side well who would place them on a stand since those pipes normally should be connected. The agt antenna is a bit to big, I would make it a bit smaller and fit it to a corner of the wf.

All in all I like the skin only give the roof a bit more detail. Just make the placement of parts logical. The model is decent but unbalanced.

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Subject: Re: comment to a wf model  
Posted by [Prulez](#) on Fri, 22 May 2009 17:41:47 GMT  
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Niko "The Lay" wrote on Fri, 22 May 2009 14:33ARGHH!!!  
Fucking asshole stealed my reborn's hud!!!!  
Oh my fucking god.

\*Points to signature\*

"HE STOLEDEDED IT!!1!!11!11!1"

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Subject: Re: comment to a wf model  
Posted by [slosha](#) on Fri, 22 May 2009 18:12:14 GMT  
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needs better textures

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Subject: Re: comment to a wf model  
Posted by [Player](#) on Fri, 22 May 2009 18:25:25 GMT  
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slosha69 wrote on Fri, 22 May 2009 13:12needs better textures

i am working on it

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Subject: Re: comment to a wf model  
Posted by [Scrin](#) on Fri, 22 May 2009 18:30:36 GMT  
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Prulez wrote on Fri, 22 May 2009 12:41Niko "The Lay" wrote on Fri, 22 May 2009 14:33ARGHH!!!

Fucking asshole stealed my reborn's hud!!!!  
Oh my fucking god.

\*Points to signature\*

"HE STOLEDEDED IT!!1!!11!11!1"  
i need web hosting, deal??

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Subject: Re: comment to a wf model  
Posted by [Prulez](#) on Fri, 22 May 2009 19:26:28 GMT  
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Niko "The Lay" wrote on Fri, 22 May 2009 20:30Prulez wrote on Fri, 22 May 2009 12:41Niko "The Lay" wrote on Fri, 22 May 2009 14:33ARGHH!!!  
Fucking asshole stealed my reborn's hud!!!!  
Oh my fucking god.

\*Points to signature\*

"HE STOLEDEDED IT!!1!!11!11!1"

i need web hosting, deal??

Feel free to order. I was actually pointing at the quote in there, but if you want to order Web Hosting be my guest.

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Subject: Re: comment to a wf model  
Posted by [The Party](#) on Sat, 23 May 2009 01:11:08 GMT  
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I hate the textures, but I really like the new model, the crane on top is even my favorite. You do a whole lot better than I do.

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Subject: Re: comment to a wf model  
Posted by [LR01](#) on Sat, 23 May 2009 08:45:44 GMT  
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where is that crane from? its in the game somewhere...

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Subject: Re: comment to a wf model  
Posted by [JsxKeule](#) on Sat, 23 May 2009 09:22:04 GMT  
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its from con  
and i added new stuff and new texture with some help from Ben

PS: you cant use the cannon on top

### File Attachments

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1) [wf.JPG](#), downloaded 747 times



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Credits: 97829

Time Remaining

Subject: Re: comment to a wf model  
Posted by [ArtyWh0re](#) on Sat, 23 May 2009 12:53:53 GMT  
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I partially agree with Reaver11.  
If I made a WF the same style I would do the following.

EDIT: Crane not Crate sorry.

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Subject: Re: comment to a wf model  
Posted by [Xena](#) on Sat, 23 May 2009 12:58:05 GMT  
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just wondering, can u use this online? since u got some pipes added on the side of it touching the ground, doesnt that invluence (or w.e...) the gameplay?

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Subject: Re: comment to a wf model  
Posted by [mr£Ä\\$Ä-z](#) on Sat, 23 May 2009 13:03:38 GMT  
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Sure you can play with it online, you can damage the new pipes etc but you cant walk them up... you go through it...

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Subject: Re: comment to a wf model  
Posted by [Player](#) on Sat, 23 May 2009 13:11:29 GMT  
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madrackz wrote on Sat, 23 May 2009 08:03you can damage the new pipes etc  
no you cant

---

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Subject: Re: comment to a wf model  
Posted by [The Party](#) on Sat, 23 May 2009 14:18:46 GMT  
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Yeah the agt antenna sucks, but maybe if you put another kind of smaller (but still visible) antenna it would work way much better.

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Subject: Re: comment to a wf model  
Posted by [Di3HardNL](#) on Sat, 23 May 2009 14:29:43 GMT

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Ben wrote on Sat, 23 May 2009 15:11madrackz wrote on Sat, 23 May 2009 08:03you can damage the new pipes etc

no you cant

Depends on the settings. If you check the box 'projectile' in w3d options you will be able to damage it, even the parts which normally aren't there.

So he should uncheck that box otherwise it might be a little advantage

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Subject: Re: comment to a wf model  
Posted by [JsxKeule](#) on Sat, 23 May 2009 15:20:16 GMT  
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the added thinks cant be damaged in this model  
and i like the wf how it looks now^^

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Subject: Re: comment to a wf model  
Posted by [The Party](#) on Sat, 23 May 2009 16:55:46 GMT  
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lol put a big ass thing on a building, lol. Scrin got banned for big beacons by Mal3War3 Goodby3.

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Subject: Re: comment to a wf model  
Posted by [LiL KiLLa](#) on Sat, 23 May 2009 16:56:54 GMT  
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MasterEvolution wrote on Sat, 23 May 2009 18:55lol Scrin got banned for big beacons by Mal3War3 Goodby3.

where ;o

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Subject: Re: comment to a wf model  
Posted by [The Party](#) on Sun, 24 May 2009 01:53:27 GMT  
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I meant to say scrin got banned by Mal3War3 for big buildings, some stupid mod must have changed it....

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