Subject: [model replacment] JsxKeuleÂ´s War Factory
Posted by JsxKeule on Fri, 12 Jun 2009 12:58:23 GMT
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i decided to release my war factory

heres a video if you dont know the wf:

http://www.youtube.com/watch?v=4A7OWQ9Lduk&feature=channel

thx to player for the video and the textures

and here you can download it:

 http://www.fileden.com/getfile.php?file_path=http://www.fileden.com/files/2009/1
/19/2275525/JsxKeule%C2%B4s%20WarFactory.rar

pls comments

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Reaver11 on Fri, 12 Jun 2009 14:06:35 GMT
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This one is way better than your old one. The textures fit nicely now. In the part you where playing
hourglass you can still see a old texture. (Near the wf door)

Also those side smokepipes look better mayby add a little more space between them. Well the
Crane improved a bit but still not my style to put it there

Good work!

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by MGamer on Fri, 12 Jun 2009 15:52:34 GMT
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wow nice i <3 the smoke

also... cant belive that all those nice shaders exist but noone releases them

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by ArtyWh0re on Fri, 12 Jun 2009 15:53:21 GMT
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Agreed, this is much better than it was.

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by BLÃ»Îµl4Î²ÃªL on Fri, 12 Jun 2009 15:58:17 GMT
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tight shit tbh

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by crysis992 on Fri, 12 Jun 2009 16:54:43 GMT
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yeah rly nice job mate

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Di3HardNL on Fri, 12 Jun 2009 18:08:37 GMT
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good work indeed

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by JsxKeule on Fri, 12 Jun 2009 18:26:12 GMT
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some ppl said that there is a file missing

File Attachments
1) e_pp_smoke.tga, downloaded 200 times

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Xena on Fri, 12 Jun 2009 19:17:43 GMT
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does the smoke/flames coming out of the pipe make u fps lag?
and is it that shiney ingame? ¬¬

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Player on Fri, 12 Jun 2009 19:19:10 GMT
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Xena wrote on Fri, 12 June 2009 14:17does the smoke/flames coming out of the pipe make u fps lag?
and is it that shiney ingame? ¬¬

No fps lag for me.. and yes that shiney are my shaders

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by JsxKeule on Fri, 12 Jun 2009 19:19:59 GMT
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i have a pc from 2001 and can play with the smoke online without any lag

the eflections is on wf i think players shaders make it a bit to shiny in video

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Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by mrÃ£Ã§Ä·z   on Fri, 12 Jun 2009 19:52:02 GMT
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My shiny wasnt so bright,

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Dreganius on Fri, 12 Jun 2009 19:54:53 GMT
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My shiny doesn't shine shinier than your shiny. But it still shines!

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by LiL KiLLa on Fri, 12 Jun 2009 19:56:36 GMT
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Dreganius wrote on Fri, 12 June 2009 21:54My shiny doesn't shine shinier than your shiny. But it still shines!

that's a word ^^

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory

Posted by ErroR on Sat, 13 Jun 2009 08:47:19 GMT
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LiL KiLLa wrote on Fri, 12 June 2009 22:56Dreganius wrote on Fri, 12 June 2009 21:54My shiny doesn't shine shinier than your shiny. But it still shines!

that's a word ^^
that's a sentance

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Xena on Sat, 13 Jun 2009 09:21:19 GMT
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Player wrote on Fri, 12 June 2009 14:19Xena wrote on Fri, 12 June 2009 14:17does the smoke/flames coming out of the pipe make u fps lag?
and is it that shiney ingame? ¬¬

No fps lag for me.. and yes that shiney are my shaders
well, does it lower ur fps.
cuz i normally play at 20/30 fps (gay graphics card) and when 4 flamers start to fire at the same time it drops to 4 fps ..

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by JsxKeule on Sat, 13 Jun 2009 09:50:15 GMT
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my normal fps is 10 - 30 too
and i can play with it without lag

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by ViPeaX on Sat, 13 Jun 2009 20:57:53 GMT
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What happens when someone places a nuke on 1 of the spots where you added the chimneys and other features. Are you pretty much fucked (or if someone stands there and shoots at you, but you cant see him/her o.O)?

Too shiney for me, but looks cool.

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by JsxKeule on Sat, 13 Jun 2009 21:11:06 GMT
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in how much cases is some on this place and shoots on you

Subject: Re: [model replacment] JsxKeuleÂ´s War Factory
Posted by Gen_Blacky on Sun, 14 Jun 2009 23:55:58 GMT
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it looks good but , the orgional exterior is still so u have o make the building bigger so you don't see the existing exterior. Also your adding the building in the aggrates = bad.