
Subject: [MODEL] Mario Kart Item Box
Posted by [crazfulla](#) on Sun, 15 Apr 2012 07:52:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

piccy

Nostalgia inc...

File Attachments

- 1) [mk64crate.rar](#), downloaded 297 times
- 2) [mario kart crate.jpg](#), downloaded 1355 times



Subject: Re: [MODEL] Mario Kart Item Box
Posted by [C4Smoke](#) on Sun, 15 Apr 2012 20:00:41 GMT

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

crazfulla wrote on Sun, 15 April 2012 00:52piccy

Nostalgia inc...

This would be so cool if I ever finished my blockfort.mix ...

Subject: Re: [MODEL] Mario Kart Item Box
Posted by [iRANian](#) on Sun, 15 Apr 2012 20:24:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

more like aidsfort.mix

Subject: Re: [MODEL] Mario Kart Item Box
Posted by [Reaver11](#) on Sun, 15 Apr 2012 21:19:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice box!

No offence but that blockfort redo it totally sticking boxes through each other is not how you make maps.

Subject: Re: [MODEL] Mario Kart Item Box
Posted by [C4Smoke](#) on Sun, 15 Apr 2012 21:47:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Sun, 15 April 2012 14:19Nice box!

No offence but that blockfort redo it totally sticking boxes through each other is not how you make maps.

Yeah I know this was from 3-4 years ago never finished it...
(When I first started mapping)

If I would redo now I would make it look so much better.

Subject: Re: [MODEL] Mario Kart Item Box
Posted by [kamuixmod](#) on Mon, 16 Apr 2012 17:08:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.youtube.com/watch?v=-h4zTEwgCpQ>

You should make an explosion animation like that for that Box.
