

Forum Hoard #112 - Accessories

Modular Factory System

Made by Gilius for the Cardboard Warriors Forum Hoard #112



CREDITS:

Uses the metal010-new-tileable.png texture by p0ss:
<http://opengameart.org/node/9070>

Uses the buildfactorycolumn1.jpg texture by crack.com:
<http://opengameart.org/node/7588>

Uses the oilweights.jpg texture by crack.com:
<http://opengameart.org/node/7376>

Uses the trak_trimplain_warning_v.jpg texture by Georges "TRak" Grondin:
<http://opengameart.org/node/7179>

Uses the 5sqgtunnelroaddark2.jpg texture by crack.com:
<http://opengameart.org/node/7440>

Uses the veh1train2.jpg texture by crack.com:
<http://opengameart.org/node/7434>

Uses the missilecaramblue.jpg texture by crack.com:
<http://opengameart.org/node/7372>

Uses the Gauges0123 texture by Thierry Hof:
<http://www.cgtextures.com/view.php?id=60947>

Uses the Lights0001 texture by C GTextures:
<http://www.cgtextures.com/view.php?id=34746>

Uses the Buttons0149 texture by C GTextures:
<http://www.cgtextures.com/view.php?id=46698>

Feed paper into cutter this way



Printing: turn scaling OFF, have centering ON, set to GOOD or BEST setting, Use Matte Photo paper for best results.