
Subject: GDI medium tank

Posted by [EatMyCar](#) on Wed, 16 Mar 2005 01:11:06 GMT

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Renguard should really re-do the whole skinning system. different skins per maps for everything(not buildings). such as for Feild, Temperate camoflage for all vehics/buildings, Urban for City_flying, arctic for Glacier? i mean, some maps are just horrible to try and blend in. Take..oh hell, ANY map. the Recon Buggy sticks out like a sore-ass thumb. so do all of the sniper units(accept Havoc...) it'd add such more skill, ok, maybe not skill, but a little depth to renegade. instead of picking out red snipers on glacier. or a blue Deadeye in Walls-flying. but, of course, CP2 would take longer to download...
