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Subject: Re: TD revisited

Posted by [JeepRubi](#) on Mon, 29 Aug 2005 02:02:31 GMT

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Joseph Collins wrote on Sun, 28 August 2005 20:50Or. . . You could just ask for help from the dudes who did Renegade: Sole Survivor. I think that might be better, considering that all the units in that game were already changed into their original Command & Conquer: Tiberian Dawn counterparts quite magnificantly.

i want to make it CLOSER to td than that. in td the nod buggy was a dpv and not some weird dune buggy thing, also the light tank was a bradly. same with the weapons the minigun was actually an m16. in sole survivor there was no cnc mode you always started in this little chamber then transported to a big open feild. half of solesurvivors modles were the ones that were in the renegade e3 beta version.

SOOOOOOOO.....DO YOU GET IT?

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