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Subject: Re: Renegade called...

Posted by [Spice](#) on Mon, 30 Jan 2006 18:23:16 GMT

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I just noticed the front bumper has not texture on the renders. I noticed it in-game and fixed it. I will draw up another render in a second. I'm almost finished, I have the presets done, the firing sound added in courtesy on pendullum and everything seems to be working fine.

I added a lot of polygons to the treads, it makes them look great when you're going over terrain.

I still need to add the damn logo, aswell as size up the bounding box, I made it a bit too small.

### File Attachments

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1) [Testing01.jpg](#), downloaded 2101 times



Exdeath



Credits: 2091  
Time Remaining

2) [Testing02.jpg](#), downloaded 1981 times



Exdeath  
Light Tank

N

EVA

+100

100

The HUD element consists of a circular compass with a green arrow pointing North (N). Below the compass is a health bar with a green cross icon and the number '100' above it, and another '100' below the bar. The text 'EVA' is positioned to the right of the health bar.

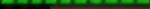
Credits: 2139  
Time Remaining

3) [Testing03.jpg](#), downloaded 2001 times



Exdeath

Light Tank



SE

EVA

+100

100

Credits: 2167

Time Remaining