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Subject: Update on C&C\_BF42.mix

Posted by [Captkurt](#) on Mon, 26 May 2003 00:57:33 GMT

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CreedyHi

There is just one thing I don't get how can you compare this to the one in BF1942. There is no weapons factory in BF1942 the tanks just appear

I think this building is pretty cool and I would like to see it on my copy of Renegade  
Keep up the good work.

Ok, here is a better explanation,

1. The Guard towers in BF42 were the models I used to create my own version of Guard towers, so they are very close to what BF42 has in it in style and in textures.
  2. The Hospital is my version of a building style that is also in the game BF42. next time your playing BF42, I think the map name is Gazala. Look at the buildings on that map.
  3. You're right, there is no Weapons Factory, in BF42, you have to use you imagination here, because this is Renegade not BF42, and Renegade does have a Weapons Factory. So I found or made, some textures that to me seem to work for the era of BF42, in some of my pictures, you see an Obelisk, and some other buildings that are in Renegade, those are not going in my map, they just happen to be on for what ever reason I was testing.
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