
Subject: Re: Airstrike Pictures ;)
Posted by [rrutk](#) on Thu, 26 Feb 2009 12:51:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

sterps wrote on Thu, 26 February 2009 10:51 This mod is excellent, i always wanted A-10 strikes, gunboats, recons bikes, SSM launchers. thank you!

Just add those and the extra buildings like the shrine of nod and Adv. Comm. centres that control beacon purchases, helipads that air units are built from, repair bay, conyards that heal buildings, silos, sams etc, into a .mix type map and released with these goodies in it, then you will be playing c&c mode like the way it was supposed to be in all its glory.

Btw where do you get those skins for the med and mammoth tanks from?

If there would be an easy way to convert pgk->mix may be I would do it with some maps, but at this stage, no. It will stay a pgk or may be later a standalone:

Cross the fingers, may be, I will have a very BIG SURPRISE and a BIG PRESENT FOR YA to include in one of the next versions. OMG, i hope, all things run well! It will result in some levels/maps you all want to play

With that and with some help I'm looking for (good mappers & texture artists for some thing, e.g. good VIS systems) it has the potential to be a really HQ mod.

PS: hmm, die tank models are not skins, but w3d-models. In the readme I told all the sources/creators for the material I know.