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Subject: Re: Renegade Mod

Posted by [my486CPU](#) on Fri, 05 Nov 2010 00:09:20 GMT

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Bfrnx wrote on Thu, 04 November 2010 17:03my486CPU wrote on Thu, 04 November 2010 09:16I actually like this idea because I remember playing the original C&C game back in I think '97, a friend had introduced it to me and we played using a direct phone line connection lol it was loads of fun.

At first I kinda thought your project was a dumb idea (the whole start with nothing hope for something approach) but the way you keep at it even with all the negative feedback deserves some sorta props.

I hope your project gets completed -I would play if it gets done ftw.

Btw I like the "Devil's Tongue Incinerator Tank" model, cant wait to see it skinned.

Edit: One suggestion Bfrnx -instead of doing 3 or 4 posts in a row just do an edit to the first post. it would just be easier to read is all.

Thanks, I honestly was about to lose hope, but then we were given permission and new members joined. We are planning to re-do the flame tank model (it needs a lot of work :/) and then skin it. Yes, i realize that multiple posts are annoying, but when i was posting them, i didnt really think about that.

If your going to remake that model then I could say there is one thing I noticed when I looked at the barrels, I am assuming that you would want them to move up and down, what I'm thinking is the difference between the medium tank and the light tank barrels, if you look at them u see a big difference part of the turret is etched out on the light so the barrel looks like its hinged to the turret were as the med tank is not, I noticed that same look on your model. I suppose you could do the wwskin or linked xform thing but imo that should be done on the hose verts.

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