
Subject: New Info

Posted by [Oblivion165](#) on Thu, 04 Sep 2003 22:47:22 GMT

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Yeah good news, me and laeubi have teamed up on this mod, he has some really cool modeling skills, (see his work here <http://www.laeubi.de/>) I think its going to work out great. He has also brought some great ideas for it. It now shall include gate at each base only permitting that team to enter, and We plan to use some new models to simulate the original game. One map done, C&C_BattleTanx_Field, The one shown in the images. Im now currently working on a Desert Canyon (C&C_BattleTanx_Canyon) All these maps are huge with open field in some areas for big battles, and narrow pathways for Demolition. I plan to make around 6 maps in all I also re-did the skin for the medium tank, which is to my knowledge going to be on both teams, because of its classic perfectness. I added the icons from the game on the tanks for more realistic appearance. See some screenshots http://reedit.tripod.com/tanx_screens.html of the original game, and hopefully these will be some of the tanks we will add to BattleTanx Mod for Renegade!
