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Subject: This may interest you...

Posted by [Aircraftkiller](#) on Thu, 18 Mar 2004 03:10:33 GMT

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Can't see that as being 1,200 without some major detail lacking in the body... Wait, now I see, it doesn't have any wheels.

It's a texture, not a skin. It was textured, not skinned.

Why the fuck are you using those gay ass Renegade "tank track" textures? Get his ass to make wheels for it.

US Army vehicles are never painted in gray for a desert combat scenario, especially since all the images (The decent ones, not that fucked up power plant in a heightfield forest) are of a desert.

It needs platoon markings. It's missing the turret basket in the rear of the turret, which has a steel mesh to hold equipment. The turret you have there is the M1, not the M1A1.

The mount for the M1A2's CITV is located more to the front of the turret, not by the side of the gunner's gunsight.

The M1 Abrams never has antennae that are the exact same length. One is shorter than the other, and that one is the command radio antenna.

You missed the mount that the 120mm M256 connects to. It also has a coaxial machine gun attached to the mount.

You got the smoke grenade launchers pretty well, but you're missing ammunition boxes and detail on the chassis. It's way too plain.

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