
Subject: GDI medium tank

Posted by [EatMyCar](#) on Sun, 13 Mar 2005 15:26:22 GMT

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Yep. i've been away. forgot this place existed. anyway. The GDI medium tank that is on the maps.(CP1 ones.),can we please have that publicly released/recognized by RenGuard as a 'good' model? that tank kicks ass,and its a shame we cant use it on other maps. is there a site that has it,even?

Subject: GDI medium tank

Posted by [alkovroxjoosox](#) on Sun, 13 Mar 2005 15:29:01 GMT

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You mean ACK's Medium tank seen on River Raid? If that is it...It should..That tank Rocks.

Subject: GDI medium tank

Posted by [EatMyCar](#) on Sun, 13 Mar 2005 15:38:59 GMT

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Yep. he should public release it. it's awseome,and im sure Renguard could let it slide. i mean,it sure as hell anit no 'BIGHEAD' model....

Subject: GDI medium tank

Posted by [alkovroxjoosox](#) on Sun, 13 Mar 2005 15:47:08 GMT

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Subject: GDI medium tank

Posted by [WNxCABAL](#) on Sun, 13 Mar 2005 17:32:48 GMT

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I don't think its ACK's, I think its one of the E3 Tanks.

Subject: GDI medium tank

Posted by [trunkskgb](#) on Sun, 13 Mar 2005 23:00:28 GMT

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I think that antenna is stupid. :rolleyes:

Subject: GDI medium tank
Posted by [zunnie](#) on Mon, 14 Mar 2005 00:38:56 GMT
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Spreading custom models through RenGuard/CP will make it impossible for players who dont have it to join the server.

Subject: GDI medium tank
Posted by [Chronojam](#) on Mon, 14 Mar 2005 02:08:21 GMT
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They're asking for it to be a Renguard accepted model, not a forced model that Renguard makes you download.

Subject: GDI medium tank
Posted by [laeubi](#) on Mon, 14 Mar 2005 08:26:39 GMT
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Renegade blocks Vehicle replacements by default.
You can't join a server with a replacement, I tried this half a year ago to use a replacment with a better M1A1 (IMO) but it don't work, and in my opionion that was a good choice that westwood blocks that by default.

Subject: GDI medium tank
Posted by [IRON FART](#) on Tue, 15 Mar 2005 00:21:32 GMT
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It would be more hassle than it is worth. RG is designed to block all .w3d files. So they'd have to go back and make changes to allow the exception. They ACK would have to release it for public use in the first place. Then there would be problems with people exploiting it and making "big tank models."

Even if all that was dealt with, it wouldn't work anyway, because Renegade doesn't allow different tank models. We'd have to go into the engine code and make changes for it to allow that. Of course, we don't have the source and there are probably only a few people who would be willing and could make changes to the source. Then that would lead to a host of complications.....

Subject: GDI medium tank
Posted by [trunkskjb](#) on Tue, 15 Mar 2005 01:28:57 GMT
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Eh, just be happy with what you got. It's a decent tank model. Why would you want to change it? If


it was poor model, I could understand. Just live with it.

Subject: GDI medium tank

Posted by [IRON FART](#) on Tue, 15 Mar 2005 01:30:40 GMT

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Quote:

Eh, just be happy with what you got. It's a decent tank model. Why would you want to change it? If it was poor model, I could understand. Just live with it. 

Well... He doesn't have much of a choice.

The regular model is not that different from the E3 model. It just has the antennas and those bars around the turret. Thats practically the only difference.

Subject: GDI medium tank

Posted by [Aircraftkiller](#) on Tue, 15 Mar 2005 05:43:32 GMT

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And the fact that it has actual tank wheels instead of what looks like three sets of train wheels reminiscent of old Sherman tanks... Oh and the front\rear lights.

The turret is also wider, and the barrel block is shaped better with the turret so that both resemble an M1 Abrams instead of some goofy ass tank. The default tank in Renegade looks like shit... Well all the vehicles in Renegade do but that's not my point.

Subject: GDI medium tank

Posted by [m1a1_abrams](#) on Tue, 15 Mar 2005 12:36:19 GMT

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It's funny. I think someone misinterpreted the whole "GDI is gold" thing. In C&C, the GDI team colour was gold, as in a rich yellow... but that's only because the vehicles had a simple remap scheme. The entire vehicle had to be one colour. They could have shown the GDI/Nod vehicles in desert/urban camo like the cut scenes, but I guess they thought they would look too pixellated, or they couldn't be bothered.

Anyway, in Renegade the GDI vehicles look like they are actually made out of solid gold! I mean, what the hell is going on there? The MRLS is the only one that looks like a real military vehicle.

Subject: GDI medium tank

Posted by [IRON FART](#) on Wed, 16 Mar 2005 01:07:05 GMT

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What would they do about the Nod vehicles?

Subject: GDI medium tank

Posted by [EatMyCar](#) on Wed, 16 Mar 2005 01:11:06 GMT

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Renguard should really re-do the whole skinning system. different skins per maps for everything(not buildings). such as for Feild, Temperate camouflage for all vehics/buildings, Urban for City_flying, arctic for Glacier? i mean, some maps are just horrible to try and blend in. Take..oh hell, ANY map. the Recon Buggy sticks out like a sore-ass thumb. so do all of the sniper units(accept Havoc...) it'd add such more skill, ok, maybe not skill, but a little depth to renegade. instead of picking out red snipers on glacier. or a blue Deadeye in Walls-flying. but, of course, CP2 would take longer to download...

Subject: GDI medium tank

Posted by [Aircraftkiller](#) on Wed, 16 Mar 2005 01:36:47 GMT

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They're models and textures, not skins.

Subject: GDI medium tank

Posted by [IRON FART](#) on Wed, 16 Mar 2005 01:43:31 GMT

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Aircraftkiller a.k.a. ACKThey're models and textures, not skins.

Subject: GDI medium tank

Posted by [trunkskjb](#) on Wed, 16 Mar 2005 03:35:29 GMT

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I don't think it matters. Just drive the damn thing and shoot. Yea ok, it's a poor model, but the crappiness does not effect how it handles or shoots.

Subject: GDI medium tank

Posted by [IRON FART](#) on Wed, 16 Mar 2005 03:41:33 GMT

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My views also. I wouldn't care if it was shit on wheels.

Subject: GDI medium tank

Posted by [trunkskgb](#) on Wed, 16 Mar 2005 23:49:13 GMT

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IRON FARTMy views also. I wouldn't care if it was shit on wheels.

That might actually happen if you drive it
