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Subject: Reborn Stealth Tank  
Posted by [Vancer2](#) on Sat, 21 Mar 2009 20:36:14 GMT  
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I cant find the file responsible for the firing sound for the artillery anywhere in the always.dat  
Anyone got a clue?

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Subject: Re: Nod artillery firing sound  
Posted by [Vancer2](#) on Sat, 21 Mar 2009 20:49:37 GMT  
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Also I want to import the Stealth tank from Reborn. I tried but renegade crashed. What i do wrong?

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Subject: Re: Nod artillery firing sound  
Posted by [cnc95fan](#) on Sat, 21 Mar 2009 21:44:32 GMT  
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tank\_light\_fire.wav  
You probably renamed the model. Import to max and export with the name renegade uses.

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Subject: Re: Nod artillery firing sound  
Posted by [ErroR](#) on Sat, 21 Mar 2009 22:03:55 GMT  
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reborn has a stealth tank?

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Subject: Re: Nod artillery firing sound  
Posted by [Vancer2](#) on Sun, 22 Mar 2009 19:55:26 GMT  
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Ya its in the Always.dat :\ Could someone import into max for me as I dont know how to perform the amentioned instructions :\

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Subject: Re: Nod artillery firing sound  
Posted by [ArtyWh0re](#) on Sun, 22 Mar 2009 20:15:30 GMT  
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One Stank that I really like is the one in the Nitro mod. It truly looks just like the one from C&C 95.

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Subject: Re: Nod artillery firing sound  
Posted by [Vancer2](#) on Sun, 22 Mar 2009 20:36:18 GMT  
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Ok i got it into gmax and exported it But the w3d has no materials in it. What do i Need to do from here?

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Subject: Re: Nod artillery firing sound  
Posted by [Vancer2](#) on Sun, 22 Mar 2009 20:46:29 GMT  
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Ok I fucked up I get version mismatch. Im not good at this shit and I can never get help. So im just going to effing w8

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Subject: Re: Nod artillery firing sound  
Posted by [Di3HardNL](#) on Sun, 22 Mar 2009 21:10:49 GMT  
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I could explain how to put the material settings, but I am guessing you want to use this vehicle online.

This isn't possible without bugs. You will get 0 bug or no servers listed.

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Subject: Re: Nod artillery firing sound  
Posted by [Vancer2](#) on Sun, 22 Mar 2009 21:12:47 GMT  
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:\ Well I tried to get it to work here's what I got. I cant driver it, the wheels don't seem to turn left or right. But it does fire from the correct position

Also I don't care if I cant use it online it would be fun in multiplayer practice.

Maybe I could use the one from Nitro?

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Subject: Re: Nod artillery firing sound  
Posted by [Dreganius](#) on Mon, 23 Mar 2009 03:42:33 GMT  
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Vancer2 wrote on Mon, 23 March 2009 08:12

Also I don't care if I cant use it online it would be fun in multiplayer practice.

Maybe I could use the one from Nitro?

Better ask Reaver

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