
Subject: New wreckages - split from TT forum
Posted by [RTsa](#) on Sat, 21 Mar 2009 07:53:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL, maybe create wreckage models for the vehicles that're missing them so that decent looking shells can be made for all vehicles?

Subject: Re: War Factory glitch
Posted by [Wiener](#) on Sat, 21 Mar 2009 09:51:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

that would indeed be a great contribute for servers with shells as it would balance the game again. NOD, by not giving away apc adn art shells, gains alot from GDI apc's and meds.

Subject: Re: War Factory glitch
Posted by [Di3HardNL](#) on Sat, 21 Mar 2009 12:08:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

That would be cool to make, I think I am going to work on them today, even if TT don't need them I could make them for some servers

Subject: Re: War Factory glitch
Posted by [Goztow](#) on Sat, 21 Mar 2009 14:34:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have to agree it would be pretty awesome .

Subject: Re: War Factory glitch
Posted by [ArtyWh0re](#) on Sat, 21 Mar 2009 16:15:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sat, 21 March 2009 08:34I have to agree it would be pretty awesome .
I will second that

Subject: Re: War Factory glitch
Posted by [Di3HardNL](#) on Sat, 21 Mar 2009 18:01:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

I just made some wreckage for the artillery tank I might make the arty skin a little more damaged tho.

And this is just a render screen, in renegade it will have damage emitters

Subject: Re: War Factory glitch
Posted by [Genesis2001](#) on Sat, 21 Mar 2009 18:34:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: War Factory glitch
Posted by [ErroR](#) on Sat, 21 Mar 2009 18:36:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

you should talk to blacky since he already did most of the wrecks (i think)

Subject: Re: War Factory glitch
Posted by [Prulez](#) on Sat, 21 Mar 2009 19:23:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zack wrote on Sat, 21 March 2009 19:34
I agree

Subject: Re: War Factory glitch
Posted by [EvilWhiteDragon](#) on Sat, 21 Mar 2009 19:25:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Di3HardNL wrote on Sat, 21 March 2009 19:01 I just made some wreckage for the artillery tank I might make the arty skin a little more damaged tho.

And this is just a render screen, in renegade it will have damage emitters

You drove a mammoth over the artillery? ?

Subject: Re: War Factory glitch
Posted by [Goztow](#) on Sun, 22 Mar 2009 10:37:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

di3hard, that is made out of pure win!

Subject: Re: War Factory glitch
Posted by [Wiener](#) on Sun, 22 Mar 2009 10:40:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

amazing! and quick! Respect mate!

Subject: Re: New wreckages - split from TT forum
Posted by [Reaver11](#) on Sun, 22 Mar 2009 10:47:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stuff like this would be very usefull in TT.

Subject: Re: New wreckages - split from TT forum
Posted by [mrÄÅŞÄ-z](#) on Sun, 22 Mar 2009 10:49:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reaver11 wrote on Sun, 22 March 2009 04:47 Stuff like this would be very usefull in TT.

Subject: Re: New wreckages - split from TT forum
Posted by [RTsa](#) on Sun, 22 Mar 2009 11:18:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

madrackz wrote on Sun, 22 March 2009 12:49 Reaver11 wrote on Sun, 22 March 2009 04:47 Stuff like this would be very usefull in TT.

+1

GJ

Subject: Re: New wreckages - split from TT forum
Posted by [ErroR](#) on Sun, 22 Mar 2009 11:21:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

File Attachments

1) [PIC57.tmp.jpg](#), downloaded 809 times



Subject: Re: New wreckages - split from TT forum
Posted by [Di3HardNL](#) on Sun, 22 Mar 2009 12:30:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks

But that screenshot of blacky isn't very clear
I think I see the artillery tank, buggy, flame tank, light tank and stank.
So I could make the apache and transport, and all GDI vehicles which don't have a vehicle shell yet.

Subject: Re: New wreckages - split from TT forum
Posted by [Goztow](#) on Sun, 22 Mar 2009 13:32:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

ErroR wrote on Sun, 22 March 2009 12:21
Has this ever been released?

Subject: Re: New wreckages - split from TT forum
Posted by [Gen_Blacky](#) on Sun, 22 Mar 2009 16:08:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Sun, 22 March 2009 15:32
ErroR wrote on Sun, 22 March 2009 12:21
Has this ever been released?

No i never finished

Finished

Arty
Mrl
Apc
Flamer
Mammy
Stank

The transport and Apache already have a wrec but it might be good to remake them. I plan on to remake the light tank wrec because of the lod also the med.

Subject: Re: New wreckages - split from TT forum
Posted by [Xpert](#) on Sun, 22 Mar 2009 17:03:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

I thought an apache wreck existed. Maybe I'm mistaken, but I could of sworn I saw one in Black-Cell marathon.

Subject: Re: New wreckages - split from TT forum
Posted by [Gen_Blacky](#) on Sun, 22 Mar 2009 18:53:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Xpert wrote on Sun, 22 March 2009 11:03 I thought an apache wreck existed. Maybe I'm mistaken, but I could of sworn I saw one in Black-Cell marathon.

yea i have it in my server 2

Subject: Re: New wreckages - split from TT forum
Posted by [Goztow](#) on Sun, 22 Mar 2009 21:18:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sun, 22 March 2009 19:53 Xpert wrote on Sun, 22 March 2009 11:03 I thought an apache wreck existed. Maybe I'm mistaken, but I could of sworn I saw one in Black-Cell marathon.

yea i have it in my server 2
How do you get it to show for players that haven't downloaded the models?

Subject: Re: New wreckages - split from TT forum
Posted by [Gen_Blacky](#) on Sun, 22 Mar 2009 21:28:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

There already is a Apache orca and transport wreckage's you just have to add it to ssgm to place the model on vehicle death.
