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Subject: New GDI Advanced Guard Tower  
Posted by [Scrin](#) on Fri, 15 May 2009 06:06:25 GMT  
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sup dudes, here i want to release my first build of AGT...  
credits: Me and DieHardNL ( )

(put all files in data-->replace)

#### File Attachments

1) [Niko+Marky gdi agt.zip](#), downloaded 304 times

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Tupolev TU-95 Bear](#) on Fri, 15 May 2009 06:15:44 GMT  
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nice to release ur projects

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Xena](#) on Fri, 15 May 2009 06:17:40 GMT  
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I'd like to see a ss before I check it out

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Goztow](#) on Fri, 15 May 2009 06:57:52 GMT  
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Can anyone explain me why the agt would need such a huge antenna next to it? :-S

From an artistic point of view, it looks quite nice. But it doesn't really make sense to me.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Scrin](#) on Fri, 15 May 2009 07:01:45 GMT  
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Goztow wrote on Fri, 15 May 2009 01:57Can anyone explain me why the agt would need such a huge antenna next to it? :-S

From an artistic point of view, it looks quite nice. But it doesn't really make sense to me.  
you talked about westwood's original agt or what?

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**Subject:** Re: New GDI Advanced Guard Tower  
**Posted by** [Goztow](#) **on** Fri, 15 May 2009 07:11:59 GMT  
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No, I was talking from a technical point of view. But apparently it made sense to Westwood .

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**Subject:** Re: New GDI Advanced Guard Tower  
**Posted by** [Scrin](#) **on** Fri, 15 May 2009 07:38:10 GMT  
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Goztow wrote on Fri, 15 May 2009 02:11No, I was talking from a technical point of view. But apparently it made sense to Westwood .

hmm ok, but you know, when AGT is launch heat rocket from the top, its came out from nothing... now i been working with model to create something like mammoth tank's tusk (rocket launcher aggregate)

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**Subject:** Re: New GDI Advanced Guard Tower  
**Posted by** [Di3HardNL](#) **on** Fri, 15 May 2009 08:27:22 GMT  
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Yeah this is with the smoke. I never had this version yet

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**Subject:** Re: New GDI Advanced Guard Tower  
**Posted by** [Xena](#) **on** Fri, 15 May 2009 08:42:33 GMT  
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does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

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**Subject:** Re: New GDI Advanced Guard Tower  
**Posted by** [Dover](#) **on** Fri, 15 May 2009 08:42:41 GMT  
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It's a bit much. Way too shiny.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Di3HardNL](#) on Fri, 15 May 2009 08:50:02 GMT  
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Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pilar a darker texturee. But i might be to lazy for that since this is a very old project

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Scrin](#) on Fri, 15 May 2009 10:11:35 GMT  
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Di3HardNL wrote on Fri, 15 May 2009 03:50Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pilar a darker texturee. But i might be to lazy for that since this is a very old project

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [ArtyWh0re](#) on Fri, 15 May 2009 10:21:37 GMT  
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Cool I will check this out.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [LiL KiLLa](#) on Fri, 15 May 2009 11:17:08 GMT  
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ahh there is not much new stuff on it

I respect all your work but this fails

---

I want that to make clear wallpapers so gg?

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [ErroR](#) on Fri, 15 May 2009 11:40:13 GMT

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Izual wrote on Fri, 15 May 2009 14:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?  
that was not meant as a wallpaper

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [Scrin](#) on Fri, 15 May 2009 11:46:03 GMT

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Izual wrote on Fri, 15 May 2009 06:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?  
ahh lol, you pwn me again

---

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [LiL KiLLa](#) on Fri, 15 May 2009 11:46:42 GMT

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I know it's not a wallpaper  
but I want to make my own wallpaper.....so gg again

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [ErroR](#) on Fri, 15 May 2009 11:51:29 GMT

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just cut the top piece away

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [Di3HardNL](#) on Fri, 15 May 2009 13:15:40 GMT

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Izual wrote on Fri, 15 May 2009 13:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?

This is like 1 year old.  
You fail, you can't even make any replacements for renegade

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [Altsan](#) on Fri, 15 May 2009 14:02:29 GMT  
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The design is great, Scrin, but it's too shiny imo. Great job

---

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [The Party](#) on Fri, 15 May 2009 14:28:57 GMT  
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ErroR wrote on Fri, 15 May 2009 06:51just cut the top piece away

That is what I was thinking. However Scrin only posts stuff after a years time which means he wants to delete it.

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [ErroR](#) on Fri, 15 May 2009 14:32:36 GMT  
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MasterEvolution wrote on Fri, 15 May 2009 17:28ErroR wrote on Fri, 15 May 2009 06:51just cut the top piece away

That is what I was thinking. However Scrin only posts stuff after a years time which means he wants to delete it.  
he still does it

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**Subject: Re: New GDI Advanced Guard Tower**  
Posted by [slosha](#) on Sat, 16 May 2009 19:36:38 GMT  
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nice, but i deleted the agt\_emmitter1 and agt\_emmitter2 and the smoke inside the agt, I thought

they looked pointless.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [anant](#) on Mon, 18 May 2009 02:58:16 GMT  
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SCRIN,Di3Hard!!!! I LOVE ITTTTT x100000000 +1

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Ma1kel](#) on Mon, 18 May 2009 19:23:13 GMT  
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needs more bloom

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Omar007](#) on Wed, 20 May 2009 09:16:15 GMT  
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Ma1kel wrote on Mon, 18 May 2009 21:23needs more bloom

Nice release though

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Scrin](#) on Thu, 28 May 2009 05:38:33 GMT  
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anant wrote on Sun, 17 May 2009 21:58SCRIN,Di3Hard!!!! I LOVE ITTTTT  
x100000000 +1  
b3tah ramj3t r1fl3!?!  
  

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Jeroenganges](#) on Fri, 29 May 2009 13:49:37 GMT  
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I just keep wondering why people post their ss with a hud that shows building stats but just never publish them.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Di3HardNL](#) on Fri, 29 May 2009 15:42:05 GMT  
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Not allowed to Its considered as a big advantage or something. But I have it hehehe

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Jeroenganges](#) on Fri, 29 May 2009 16:00:55 GMT  
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And who forbids you? :')

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Di3HardNL](#) on Fri, 29 May 2009 16:02:47 GMT  
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Some staff or something

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Killgeak](#) on Fri, 29 May 2009 16:13:32 GMT  
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its cheating and therefore not allowed. people should know that by now

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Scrin](#) on Fri, 29 May 2009 16:17:27 GMT  
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lol, Netherladians page

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Jeroenganges](#) on Fri, 29 May 2009 16:32:14 GMT  
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Killgeak wrote on Fri, 29 May 2009 11:13its cheating and therefore not allowed. people should know that by now

Not been on this forums before so sorry I don't know that.

But I don't see the problem myself, it doesn't make you aim better or so, and a good player will always hit the J button once EVA said 'somebuilding under attack' every few seconds.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [ErroR](#) on Fri, 29 May 2009 16:53:05 GMT  
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ya.. except it's K not j

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Jeroenganges](#) on Fri, 29 May 2009 17:00:21 GMT  
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Whatever, still no answer to why it's an advantage.

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [ErroR](#) on Fri, 29 May 2009 17:02:18 GMT  
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because if more buildings are attacked at once, you can instantly see it, i mean, it says under attack, but there is an interval of it saying it, and happens to only 1 building at a time

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Jeroenganges](#) on Fri, 29 May 2009 17:04:00 GMT  
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If you check K you would know that too, and most good players do that every few seconds.

---

---

Subject: Re: New GDI Advanced Guard Tower  
Posted by [Scrin](#) on Fri, 29 May 2009 17:07:28 GMT  
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Jeroenganges wrote on Fri, 29 May 2009 12:04If you check K you would know that too, and most good players do that every few seconds.  
thank you for bring up my topic

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [LeeumDee](#) on Fri, 29 May 2009 17:09:24 GMT  
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Old discussion new topic!

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Nice AGT

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [ErroR](#) on Fri, 29 May 2009 17:14:03 GMT  
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i guess so, but i still think they will not be released, there were several discussions on this

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Jeroenganges](#) on Fri, 29 May 2009 17:16:55 GMT  
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ErroR wrote on Fri, 29 May 2009 12:14i guess so, but i still think they will not be released, there were several discussions on this

Behold, Google. >.>

And to be on-topic, nice AGT, will you also make an obby?

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Subject: Re: New GDI Advanced Guard Tower  
Posted by [Sauce](#) on Fri, 29 May 2009 20:08:05 GMT  
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yeah, an obby with even more bloom

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