
Subject: [Release] GDI & Nod Gatling tanks
Posted by [UnitXc](#) on Wed, 21 May 2014 18:59:09 GMT
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I forgot to release these after I finished making them. they arent set up for barrel animation because it was a massive pain in the ass to get right and I wanted to move on to other things.

with the settings below the tank is faster than a stank but slower than an APC, the download comes with the sounds i use as well as PT icons for both tanks.

DOWNLOAD

Type: Tracked Vehicle
Name: GDI/Nod_Gatling_Tank
Mass: 3500
GravScale: 2.5
Elasticity: 0.1
Aerodynamic Drag: 300.0
Spring Constant: 75000.0
Damping Constant: 7500.0
Spring Length: 0.950
Traction Multi: 1.0
Engine Flame: 1.0
Max Engine Torque: 22500.0
TrackUscaleFactor: 25.0
TrackVscaleFactor: 0.0
TurnTorqueScale: 0.350

Health: 225
Skin: CNCVehicleMedium
Shield: 225
Skin: CNCVehicleMedium
Damage Points: 0.05
Death points: 35.0

Weapon tilt rate: 90.0
Weapon tilt min: -20.0
Weapon tilt max: 80.0
Weapon Turn rate: 90.0
Weapon turn Min: -999999.0
Weapon turn Max: 999999.0
Weapon error: 50.0

Sight Range: 100.0
Sight Arc: 360.0
Listener scale: 1.0

Profile: NOD_APC

Turn radius: 0.00
Squish Velocity: 3.0

engine sound Pitch: 1.3
Start: nod_light_tank_start_01
running: LightTank_idle_01
Stop: nod_light_tank_stop_01

Number of seats: 1

Primary Weapon stats (gun is used against soft and airborne targets)(stats are same for secondary fire)

Name: CnC_Weapon_Gatling_Red
Reload: 2.0
Recoil time: 0.1
recoil scale: 1.0
clipSize: 200

Primary Ammo stats

Name: CnC_Ammo_Gatling_Red
Model:
always\weapons\ammo\tracers\tracer_red.w3d (nod)
always\weapons\ammo\tracers\tracer_gold.w3d (GDI)

Warhead: Shrapnel
Damage: 11.5
Range: 120.0
Effective range: 60
Velocity: 275.0
Rate of fire: 15.0
spray angle: 0.350
spray count: 1.0
Spray cost: 1.0
Continuous Sound: Gatling_Motor
Fire Sound: Gatling_Primary

Secondary weapon stats (used against medium and heavily armoured targets, isnt supposed to do massive damage but rather just give the tank something to fight with)

(temp the primary weapon as they are identicle)

Name: CnC_Weapon_Gatling_Sec_Red

Secondary Ammo stats

Name CnC_Ammo_Gatling_Sec_Red

warhead: Laser

Damage: 5

Range: 100.00

Velocity: 150.0

Rate of fire: 12.0

Spray Angle: 0.350

Continuous Sound: Gatling_Motor

Fire Sound: Gatling_Secondary

Sound stats

(the guns use the same stats as you'd expect)

file: 303gunb.wav (Primary) Gatling_AP.wav (secondary)

Drop-Off: 75.0

Max-Vol Rad: 25.0

m_volume: 1.2

m_pan: 0.5

m_priority: 0.9

Gatling Motor

(temp the minigun continuous sfx)

Drop-Off: 70.0

Max-Vol Rad: 20.0

m_volume: 1.7

m_PitchFactor: 0.5

Subject: Re: [Release] GDI & Nod Gatling tanks

Posted by [zunnie](#) on Wed, 21 May 2014 20:10:20 GMT

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Nice stuff, good work man

Subject: Re: [Release] GDI & Nod Gatling tanks

Posted by [reborn](#) on Thu, 22 May 2014 17:02:34 GMT

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That's really cool.

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [liquidv2](#) on Thu, 22 May 2014 23:44:04 GMT
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since i have a skin on my med tank, and it takes the med tank's skin somehow, my gat tank is also skinned in a similar fashion

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [Xpert](#) on Fri, 23 May 2014 00:21:31 GMT
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He's using existing files that are in renegade and not custom ones, so it makes sense that it does that lol. I think the Nod one uses the Nod APC

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [liquidv2](#) on Fri, 23 May 2014 16:15:48 GMT
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yeah, it makes sense to me - just thought it looked neat

my thought was the skin i'm using looks ideal and great on any desert map, and i was supporting him adding it to his Temple map as a preset

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [roszek](#) on Sat, 24 May 2014 13:03:10 GMT
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That is some impressive stuff unit, and people could just add the barrel animation themselves I think if they want that.

@ liquidV2: That's a cool skin do you have a link for it? A bit off topic, sorry...

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [Xpert](#) on Sat, 24 May 2014 13:23:36 GMT
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roszek wrote on Sat, 24 May 2014 09:03

@ liquidV2: That's a cool skin do you have a link for it? A bit off topic, sorry...

It's Dreganius` CnC3 vehicle skins.

http://www.silverbulletservers.com/downloads/C&C/Renegade/Skins/Vehicles/C&a mp;a mp;a mp;a mp;a mp;a mp;a mp;C3_Vehicle_Skins.rar

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [Jerad2142](#) on Sun, 25 May 2014 00:37:51 GMT
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Works pretty good for killing bears

I just have two suggestions:

1. Add head light and tail light dazzles, they go a long way to making it look better when a map supports dazzles.
2. TrackUscaleFactor is actually closer to 35 than 25.

That is all.

File Attachments

1) [Screenshot.115.png](#), downloaded 1657 times



2) [Screenshot.110.png](#), downloaded 1701 times

San Casina Rug Co: Congrats, here's your \$50.00 for 10 in a row without being hurt!



Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [liquidv2](#) on Wed, 28 May 2014 04:16:15 GMT
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the med skin i'm using was made by anant
it looks like the C&C 3 ones that dude made though
i'll let him know and see if he'll upload it somewhere

Gat tanks vs. bears is just unfair

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [Jerad2142](#) on Wed, 28 May 2014 13:00:24 GMT
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liquidv2 wrote on Tue, 27 May 2014 22:16the med skin i'm using was made by anant
it looks like the C&C 3 ones that dude made though
i'll let him know and see if he'll upload it somewhere

Gat tanks vs. bears is just unfair

It really isn't, they've managed to kill the only one anyone has bought so far (probably need to rebalance pricing).

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [zunnie](#) on Mon, 22 Sep 2014 09:37:36 GMT
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Added it to our downloads area over here:
<http://multiplayerforums.com/index.php?/files/file/689-gatling-tank-vehicle-mod> els/

Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [sla.ro\(master\)](#) on Mon, 22 Sep 2014 15:34:02 GMT
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nice. Can't wait to try it
