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Subject: Battle Tanx Mod (pics work now)  
Posted by [Oblivion165](#) on Thu, 04 Sep 2003 03:30:13 GMT  
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Remeber that old n64 game? well i made a mod that makes gameplay like it, even down to the music. Here are some pics:

<http://oblivionscars.tripod.com/tanks.html>

So far it works and gameplay is fun, im sure not many of you are to interested.

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Sn1per XL](#) on Thu, 04 Sep 2003 06:28:12 GMT  
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Yea i remember that game it was my favorite i still got it anyway i cant see ur images dont use tripod they dont support images use angelfire... or hostultra or just use n00bstories...anyway i think it would make a nice mod.

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Ferhago](#) on Thu, 04 Sep 2003 17:03:13 GMT  
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This would be a fun mod and probably easy to make as well. The skins are a bit to dark though

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Oblivion165](#) on Thu, 04 Sep 2003 17:17:10 GMT  
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Yeah i thought they were a bit dark too, but ill work on it when i get home.

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Deafwasp](#) on Thu, 04 Sep 2003 17:44:08 GMT  
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I love this one arcade game... I think its called Tokyo wars, same idea but more fun.

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Ferhago](#) on Thu, 04 Sep 2003 18:07:12 GMT  
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You get tanks and blow the shit out of each other. What could be more fun than that

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Laser2150](#) on Thu, 04 Sep 2003 20:13:09 GMT  
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are you planning to make new models

so far i see a light tank and a medium with a new skin

I thought this game was fun and i hope you do something with it

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Titan1x77](#) on Thu, 04 Sep 2003 20:32:31 GMT  
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Looks cool....i'd suggest you model the tanks,they look less poly and will help the mod run alot better...good luck with the mod,it's rare to see mod's even get finished nowadays...Tib evo's still the one and only complete mod ive seen released.

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Subject: Battle Tanx Mod (pics work now)  
Posted by [OrcaPilot26](#) on Thu, 04 Sep 2003 21:05:27 GMT  
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What about RenAlert, they did release a beta version, and it was way further along than Tib Evo.

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Laser2150](#) on Thu, 04 Sep 2003 21:12:28 GMT  
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Yeah orcas right, Tibevo still had normal buildings and was basically just a bunch of models (which it is supposed to be i know)  
But the frist ones felt "rushed" but V 12 was great

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Titan1x77](#) on Thu, 04 Sep 2003 22:29:38 GMT  
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like you said a beta....which was unplayable

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Subject: New Info

Posted by [Oblivion165](#) on Thu, 04 Sep 2003 22:47:22 GMT

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Yeah good news, me and laeubi have teamed up on this mod, he has some really cool modeling skills, (see his work here <http://www.laeubi.de/>) I think its going to work out great. He has also brought some great ideas for it. It now shall include gate at each base only permitting that team to enter, and We plan to use some new models to simulate the original game. One map done, C&C\_BattleTanx\_Field, The one shown in the images. Im now currently working on a Desert Canyon (C&C\_BattleTanx\_Canyon) All these maps are huge with open field in some areas for big battles, and narrow pathways for Demolition. I plan to make around 6 maps in all I also re-did the skin for the medium tank, which is to my knowledge going to be on both teams, because of its classic perfectness. I added the icons from the game on the tanks for more realistic appearance. See some screenshots [http://reedit.tripod.com/tanx\\_screens.html](http://reedit.tripod.com/tanx_screens.html) of the original game, and hopefully these will be some of the tanks we will add to BattleTanx Mod for Renegade!

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Subject: Battle Tanx Mod (pics work now)

Posted by [coolmant](#) on Fri, 05 Sep 2003 02:59:50 GMT

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Do you have an ETA on release date?

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Subject: Battle Tanx Mod (pics work now)

Posted by [Oblivion165](#) on Fri, 05 Sep 2003 14:59:41 GMT

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Eta is anytime, i can even give you a beta, has one map, and just the new skins, but it works all the same, we have a new site, with a dedicated forum at <http://forum.laeubi-soft.de/board.php?boardid=97>  
Place all your suggestions and such there. I might put out the beta .pkg when i get home. no promises.

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Subject: New Models made!

Posted by [Oblivion165](#) on Mon, 08 Sep 2003 01:31:39 GMT

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New models made, check them out at <http://www.laeubi.de/>

Neat stuff going on!!!!

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Subject: Battle Tanx Mod (pics work now)

Posted by [MarkFri](#) on Tue, 09 Sep 2003 01:32:22 GMT

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this is cool stuff

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Subject: Battle Tanx Mod (pics work now)  
Posted by [Oblivion165](#) on Tue, 09 Sep 2003 03:28:04 GMT  
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Yeah its getting there, seriously anyone interested in this mod should goto <http://www.laeubi.de/battletanx> And check out the forum and screenshots section. Leave some comments. I've finished some maps, and some screenshots are posted as well

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