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Subject: Emperor Tank from Zero Hour  
Posted by [Lynqoid](#) on Wed, 05 Nov 2003 22:37:11 GMT  
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i wish to make this tank, the emperor tank fron generals zero hour, well as close as i could make it to that, i wish to get it working in renegade, can any1 help me?

<http://lynqoid.tripod.com/emperor>

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Subject: Emperor Tank from Zero Hour  
Posted by [Jaspah](#) on Wed, 05 Nov 2003 22:47:00 GMT  
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Can't you just take the w3d. from Generals itself?

Unless its different...

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Subject: Emperor Tank from Zero Hour  
Posted by [General Havoc](#) on Wed, 05 Nov 2003 23:11:33 GMT  
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They are low polygon models with low resolution textures. Well the polygons are low and if it was scaled up then you will see that the textures will look bad and also the square edges and triangular gattling guns.

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Subject: ????

Posted by [Lynqoid](#) on Wed, 05 Nov 2003 23:31:33 GMT  
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umm so can any1 help me :S?

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Subject: Emperor Tank from Zero Hour  
Posted by [OrcaPilot26](#) on Wed, 05 Nov 2003 23:45:15 GMT  
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General HavocWell the polygons are low and if it was scaled up then you will see that the textures will look bad and also the square edges and triangular gattling guns.

That's EA quality for you.

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Subject: Emperor Tank from Zero Hour

Posted by [General Havoc](#) on Thu, 06 Nov 2003 00:07:55 GMT

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The ART of boning is what you need to learn or find someone who can bone vehicles. I will "try" and write a tutorial when I get renhelp in order.

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Subject: Emperor Tank from Zero Hour

Posted by [Deafwasp](#) on Thu, 06 Nov 2003 00:11:03 GMT

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OrcaPilot26General HavocWell the polygons are low and if it was scaled up then you will see that the textures will look bad and also the square edges and triangular gatling guns.

That's EA quality for you.

Don't be a idiot, Generals is a RTS game, you never see the models as big as they would be in renegade. Use your damn head.

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Subject: Emperor Tank from Zero Hour

Posted by [OrcaPilot26](#) on Thu, 06 Nov 2003 00:18:35 GMT

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You obviously haven't looked at any of the Generals models, they're low quality, there's too many polygons and textures that are misaligned, which have nothing to do with the fact they are low poly models.

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Subject: :S

Posted by [Lynqoid](#) on Thu, 06 Nov 2003 01:02:51 GMT

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i tried boning my vehicle, and making it into a mammoth tank, but the tracks turn wierd and my vehicle basically messes up

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Subject: Emperor Tank from Zero Hour

Posted by [Deafwasp](#) on Thu, 06 Nov 2003 02:48:23 GMT

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I have never noticed anything like that.

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Subject: Emperor Tank from Zero Hour  
Posted by [Ferhago](#) on Thu, 06 Nov 2003 07:55:49 GMT  
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Why not just import the model from the game and leave it at its original size and textures. I think it would rock to drive a teeny weeny tank

There's a mod idea! Renegade mini.

Basically the same thing but with teeny tiny vehicles.

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Subject: Emperor Tank from Zero Hour  
Posted by [laeubi](#) on Thu, 06 Nov 2003 11:21:41 GMT  
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FerhagoWhy not just import the model from the game and leave it at its original size and textures. I think it would rock to drive a teeny weeny tank

There's a mod idea! Renegade mini.

Basically the same thing but with teeny tiny vehicles.

That would be funny

How wats to make such a mod ... lol

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Subject: Emperor Tank from Zero Hour  
Posted by [Havoc 89](#) on Thu, 06 Nov 2003 12:59:57 GMT  
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thats more like an overlord tank. the gattling turret is supposed to be on the front of the turret. and where ur gattling is, thats where u upgrade the syren. and it looks a bit odd to me, i know something else is wrong but i cant quite put my finger on it.

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Subject: ??????????  
Posted by [Lynqoid](#) on Thu, 06 Nov 2003 17:27:31 GMT  
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i might of copied the overlord tank then :S, whoops, well whatever i just wanna get it working, but when my tank moves, the tracks turn round from the middle of them and do not turn as they are suppose to :S

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Subject: Emperor Tank from Zero Hour  
Posted by [General Havoc](#) on Thu, 06 Nov 2003 17:37:10 GMT

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I don't have Generals Zero Hour but I'd say that is an Overlord tank with a gattling gun upgrade on.

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Subject: Emperor Tank from Zero Hour  
Posted by [OrcaPilot26](#) on Thu, 06 Nov 2003 18:49:10 GMT  
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FerhagoWhy not just import the model from the game and leave it at its original size and textures. I think it would rock to drive a teeny weeny tank

There's a mod idea! Renegade mini.

Basically the same thing but with teeny tiny vehicles.

Actually, Generals models are 3 times the size of renegade models.

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Subject: Emperor Tank from Zero Hour  
Posted by [Adavanze](#) on Thu, 06 Nov 2003 19:25:27 GMT  
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Yeah, they are 3 times bigger, but from the camera view they look smaller (duhh) From further away the textures will look ok.. so that is why.

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Subject: Emperor Tank from Zero Hour  
Posted by [Jaspah](#) on Thu, 06 Nov 2003 20:03:23 GMT  
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I don't think those treads will work...

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Subject: :(  
Posted by [Lynqoid](#) on Fri, 07 Nov 2003 00:11:23 GMT  
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umm guys?, i tryed to make my tank work, but the turret spins round and faces u as soon as u get in it, the tracks are all the way over somewhere else and spin round horizontal :S, err it is all pretty much messed up.

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