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Subject: Renegade: Firestorm Announced, new building, HoN

Posted by [Anonymous](#) on Sun, 29 Sep 2002 11:03:00 GMT

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Heres an updated polly count of the Power Plant:5,800+ Somehow I managed to slash over 10,000 pollys from it without totally redoning the entire thing! So it is now a usable building ingame. The polly count for the Barracks is around 780+, its a very simple structure. The two buildings are connected by an underpass at the very back of the structure, its also where the MCT is. (you must have read my mind deafwasp!) It also has custom working PCT's, 6 in all. Infantry can easily pass through the middle gap on the outside, its a great place to hide a beacon. I made the new PCT screen by resizing the WW render and turning it into a greyscale. Heres some screens of the Barracks almost

finished:<http://www.renegademods.info/users/Triforce/tsbark04.jpg><http://www.renegademods.info/users/Triforce/tsbark05.jpg><http://www.renegademods.info/users/Triforce/tsbark06.jpg><http://www.renegademods.info/users/Triforce/tsbark07.jpg><http://www.renegademods.info/users/Triforce/tsbark08.jpg>My model of the Barracks is longer and taller than what the render is, but I liked how it looked ingame so I chose not to change it. Thanks for all your input! Triforce

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