
Subject: Engine, mod tools, map etc fixes that BHS may be doing

Posted by [Deactivated](#) on Mon, 17 Jan 2005 19:04:21 GMT

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TFWxANDY will it be possible to play the enter vehicle animations upon entering the vehicles?

Another idea...

Copy the WW & CP1 maps and add an extension (e.g. C&C_FieldCP2.mix)

then add the vehicles & infantry which were never added. Such as the E3 Flame Tank (with visible person within vehicle), E3 Recon, E3 Nod Buggy, E3 Med Tank , Logan, and the rest...

Thus having more choice in maps!

Just an idea like

The E3 Flame Tank is better for mods, but using the original Medium Tank and Chinook (included with Ren2 assets) wouldn't be a bad idea.
