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Subject: Re: View in Vehicles

Posted by [danpaul88](#) on Tue, 05 Jul 2005 20:44:36 GMT

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lol, as you can probably see from the images my modelling isnt exactly the best, it was something I was working on in my spare time. That bomber is much better than anything I have done, I am guessing you based it on the one in the intro video?

If there are a few people willing to help out though it would probably make a good mod, although the renegade engine would need a lot of tweaking to work properly.

I used to have a website for the mod, but due to issues with the webhost its now offline...

For those who dont know TA (Total Annihilation) is an old RTS game made by Cavedog around about 1997, which had 2 expansion packs, TA: Battle Tactics and TA: Core Contingency. The game engine and physics were ahead of their time, and even now there has never been an RTS game quite like TA, which is why it is still played online to this day (on zone.com).

One of my better models is the Arm Flakker ( Poly Count: 1033 - Still needs a bit of optimizing )

NOTE: In-game the minimum tilt is set so it does NOT pass through part of the base, as the image shows

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