
Subject: Re: Beta Generals conversion

Posted by [nodelites](#) on Wed, 18 Jul 2007 21:48:24 GMT

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HORQWER wrote on Wed, 18 July 2007 16:02
nodelites wrote on Tue, 17 July 2007 21:54
Hello i have rectely figured out how to convert models from generals & zero hour to work in renegade, & i have come up with a beta tank model. The pack has a working beta version & a gmax model. I still need to add a second muzzle bone, which i have no idea how to do. so if you wish to finish the model please feel free to, just give me a copy of the finished version.

I basicly took chinas gattling cannon defense turret and slapped it on a repair tank base. sorry for the innaucrate texture for the gattling cannon, but the image files they have dont show correctly on renegade models.

if u are going to make a new mod for renegade that has the cnc generals units u dont need to because there is already and mod called generals rise of the red dragon so if u dont have premision from ea to use generals w3d models u will get punished

My first 1 was done like that & i regret it now, Now i just use the meshes as a base for reconstructing personal versions from scratch.
