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Subject: Updated GDI Medium Tank

Posted by [Aircraftkiller](#) on Wed, 27 Aug 2003 23:00:48 GMT

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I already implemented this change for Renegade Alert, but I decided to port over the change to Renegade, too. There were some irritating problems with the original Medium Tank I was using, so I went ahead and fixed them.

First issue: Wheels don't have weird lighting anymore, like when the tank is fully lit but the wheels might be dark.

Second issue: No more strange lighting on the turret basket.

Third issue: Antennae changed to be like a real M1A1 Abrams tank. One antenna is shorter than the other. The shortest antenna is the command radio antenna, the other is the platoon radio. Only the commander's tank, in real life, would have the command radio.

Fourth issue: Tread texturing fixed.

Fifth issue: Turret widened and the front slopes were made more prominent like a true Abrams tank.

Sixth issue: The turret basket was moved around a tad and made straight, like a real Abrams tank.

Seventh issue: The area where the cannon connects to the turret has been remodeled and looks almost exactly like an Abrams.

These images show just how true to life it now looks.

I've decided to change my mind for the time being and I won't be giving away the original tank. They'll be another distinguishing feature I incorporate in my levels.

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