
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Sun, 21 Aug 2011 21:49:46 GMT

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In other news, before I can proceed toward a gameplay test this week, I need to fix some niggling problems with building aggregates for the Advanced Communications Center, Shrine of Nod, and the Nod Construction Yard. Once that's done, the game-play test will give you a chance to try out rocket soldiers with the triple rocket alt-fire that was meant to be in Renegade. The homing missiles would be single shots and would be the primary attack.

I've also set up the GDI Medium Tank to the E3 beta look by taking the current Max file (One of many I have from WS) and editing it to have the beta tank's details. The wheels turn, the tracks conform to rough terrain, and it really looks quite a bit better than the original tank. I also modified the turret so that it's more Abrams-like than the original, which was oddly rounded instead of angular. I fixed the turret basket and the antennae as well. I'm also going to attempt editing the GDI MRLS so that it doesn't use the "default" material, which has no bullet sounds whatsoever. I also want to add wheels to it and remove the train wheel setup that Renegade was using.
