
Subject: [Release] GDI & Nod Gatling tanks
Posted by [UnitXc](#) on Wed, 21 May 2014 18:59:09 GMT
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I forgot to release these after I finished making them. they arent set up for barrel animation because it was a massive pain in the ass to get right and I wanted to move on to other things.

with the settings below the tank is faster than a stank but slower than an APC, the download comes with the sounds i use as well as PT icons for both tanks.

DOWNLOAD

Type: Tracked Vehicle
Name: GDI/Nod_Gatling_Tank
Mass: 3500
GravScale: 2.5
Elasticity: 0.1
Aerodynamic Drag: 300.0
Spring Constant: 75000.0
Damping Constant: 7500.0
Spring Length: 0.950
Traction Multi: 1.0
Engine Flame: 1.0
Max Engine Torque: 22500.0
TrackUscaleFactor: 25.0
TrackVscaleFactor: 0.0
TurnTorqueScale: 0.350

Health: 225
Skin: CNCVehicleMedium
Shield: 225
Skin: CNCVehicleMedium
Damage Points: 0.05
Death points: 35.0

Weapon tilt rate: 90.0
Weapon tilt min: -20.0
Weapon tilt max: 80.0
Weapon Turn rate: 90.0
Weapon turn Min: -999999.0
Weapon turn Max: 999999.0
Weapon error: 50.0

Sight Range: 100.0
Sight Arc: 360.0
Listener scale: 1.0

Profile: NOD_APC

Turn radius: 0.00
Squish Velocity: 3.0

engine sound Pitch: 1.3
Start: nod_light_tank_start_01
running: LightTank_idle_01
Stop: nod_light_tank_stop_01

Number of seats: 1

Primary Weapon stats (gun is used against soft and airborne targets)(stats are same for secondary fire)

Name: CnC_Weapon_Gatling_Red
Reload: 2.0
Recoil time: 0.1
recoil scale: 1.0
clipSize: 200

Primary Ammo stats

Name: CnC_Ammo_Gatling_Red
Model:
always\weapons\ammo\tracers\tracer_red.w3d (nod)
always\weapons\ammo\tracers\tracer_gold.w3d (GDI)

Warhead: Shrapnel
Damage: 11.5
Range: 120.0
Effective range: 60
Velocity: 275.0
Rate of fire: 15.0
spray angle: 0.350
spray count: 1.0
Spray cost: 1.0
Continuous Sound: Gatling_Motor
Fire Sound: Gatling_Primary

Secondary weapon stats (used against medium and heavily armoured targets, isnt supposed to do massive damage but rather just give the tank something to fight with)

(temp the primary weapon as they are identicle)

Name: CnC_Weapon_Gatling_Sec_Red

Secondary Ammo stats

Name CnC_Ammo_Gatling_Sec_Red

warhead: Laser

Damage: 5

Range: 100.00

Velocity: 150.0

Rate of fire: 12.0

Spray Angle: 0.350

Continuous Sound: Gatling_Motor

Fire Sound: Gatling_Secondary

Sound stats

(the guns use the same stats as you'd expect)

file: 303gunb.wav (Primary) Gatling_AP.wav (secondary)

Drop-Off: 75.0

Max-Vol Rad: 25.0

m_volume: 1.2

m_pan: 0.5

m_priority: 0.9

Gatling Motor

(temp the minigun continuous sfx)

Drop-Off: 70.0

Max-Vol Rad: 20.0

m_volume: 1.7

m_PitchFactor: 0.5