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Subject: new modles

Posted by [jd422032101](#) on Sun, 25 Apr 2004 18:33:24 GMT

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like stealth tank looking like the one in c&c cut seen  
and a redo of the gdi orca so it dosent look like paper on blades.

sorry im in hurry

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Subject: new modles

Posted by [Nightma12](#) on Sun, 25 Apr 2004 18:37:00 GMT

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english please

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Subject: new modles

Posted by [m1a1\\_abrams](#) on Sun, 25 Apr 2004 19:19:30 GMT

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Presumably he's asking whether they'd consider changing things like the vehicle models. I've been wondering the same thing.

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Subject: new modles

Posted by [jd422032101](#) on Sun, 25 Apr 2004 19:27:10 GMT

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yah that what i mean

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Subject: new modles

Posted by [jd422032101](#) on Mon, 26 Apr 2004 01:20:25 GMT

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I wish redo the recion bike

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Subject: new modles

Posted by [Deactivated](#) on Mon, 26 Apr 2004 13:19:49 GMT

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kaboomer23l wish redo the recion bike

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Like this?

<http://www.cannis.net/commando/images/renegade/concept/hires032.jpg>

Aircraftkiller has it, but he's giving it to nobody.

"Look! I got got the Recon Bike from E3 2000! And you can't have it! Hahahaha!"

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Subject: new modles

Posted by [PiMuRho](#) on Mon, 26 Apr 2004 13:45:09 GMT

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It's not exactly a complex model, and that picture is more than adequate as a reference to make your own.

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Subject: new modles

Posted by [U927](#) on Mon, 26 Apr 2004 14:51:25 GMT

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SeaMankaboomer23I wish redo the recon bike

Like this?

<http://www.cannis.net/commando/images/renegade/concept/hires032.jpg>

Aircraftkiller has it, but he's giving it to nobody.

"Look! I got got the Recon Bike from E3 2000! And you can't have it! Hahahaha!"

He's not giving them out because he's going to use them in RenAlert in later patches.

I'm sure that once the patch with these units are released, he'll give the models to you.

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Subject: new modles

Posted by [Slash0x](#) on Mon, 26 Apr 2004 15:06:15 GMT

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Umbral\_DelaFlare

He's not giving them out because he's going to use them in RenAlert in later patches.

I'm sure that once the patch with these units are released, he'll give the models to you.  
Do you even know what E3 models are/were for? :rolleyes:

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Subject: new modles

Posted by [U927](#) on Mon, 26 Apr 2004 15:23:10 GMT

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Ahem.

HeXetic: Alright. Let's have it - how the heck do Tiberian Dawn units fit into RenAlert?

Aircraftkiller: Heheh - I've heard this so many times over the past week. "How will this work? Crate goodies? Or are you just a bunch of idiots who want to mix and match stuff to look cool?"

It's actually a concept that hit me - what really happened in the transition from Allies to GDI, and Soviets to Nod? This will explain it. I want to have at least one "bonus" level that will be based on just that. It's 1995, Tiberium recently hit, the GDI hasn't been formed completely, and the Nod forces are growing stronger, still using Soviet uniforms due to the rag-tag resistance that happens when any nation is conquered by an opposing force.

The details are still being worked out, but this is certain: Allies will have GDI weaponry. The Mammoth Tank will exist and be purchasable by the Allied team. Medium Tank, too. Mostly the GDI units from Tiberian Dawn, down to the MRLS. Soviets will have mostly Nod units - Flame Tank, Recon Bike, Light Tank, SSM, etc... That is how it fits in.

If we actually do it, that's what would be most likely to happen.

Who knows? It might even be a single player mission.

It won't happen until, at the least, the 0.994 or 0.995 patch. After 993, it's almost nothing but adding new levels and fixing bugs. That's it.

HeXetic: Will the old vehicles still be present - so the Allies would have their light and medium tanks and ranger in addition to the Mammoth tank?

Aircraftkiller: Nope - we'd assume that the Nod forces stole the vehicles, or that the Allies simply disposed of the Light Tank in favor of the Medium and Mammoth. The Ranger would have been retired in favor of the Humm-vee, much like what happened in real life. The Jeep was replaced by the M-1025 HMMWV in the 1980s.

HeXetic: So it will be a complete transformation for the teams, or will there be any "remnants" at all

Aircraftkiller: I'm not sure - the design is still up in the air.

HeXetic: What you're probably most excited about is the opportunity to use the E3 2000 Renegade models though, right?

Aircraftkiller: Of course. It's a great honor to almost become the "Second Westwood" in being able to recreate their ideas and continue on in paying homage to their legacy. Eric and company gave me what I have, to work with and improve the game, so that's what I plan to do

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Subject: new modles

Posted by [Slash0x](#) on Mon, 26 Apr 2004 15:29:20 GMT

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Reading that does remind me, didn't Nod have a Heavy tank? I haven't played the original in years...

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Subject: new modles

Posted by [Deactivated](#) on Mon, 26 Apr 2004 17:10:26 GMT

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Slash0xReading that does remind me, didn't Nod have a Heavy tank? I haven't played the original in years...

Nod had only the M2-F Bradley Light Tank.

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Subject: Re: new modles

Posted by [Hydra](#) on Mon, 26 Apr 2004 22:28:02 GMT

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kaboomer23like stealth tank looking like the one in c&c cut seen and a redo of the gdi orca so it dosent look like paper on blades.

sorry im in hurry

omg im in a hurry but i have this question to asjk really quickly before i leave so im gonna type relaly fast and incoherently because i have to be at jc penni t use my gift card becuae theyr sale ends in an hour and ui want to by that dress ive been wanting to buy for a wwек so im gonna finishin this post relly really quicklyu so i gan gtet going im not going to wait intul i get home tol amke the post even thougj ill have more time then to make it actually legible and coherent so there wouldnt be confusion but i feel compelled to aske this quesiont right now paying no attention to any gramamr or spelling mistakes i make no matter how simpple they would be to change even in a quick look through but nmo no I need to go right now or my gift card will expire so i have to go go go

:rolleyes:

Couldn't it have waited until you had more time to make a coherent post? Because making a jumbled up post filled with spelling and grammar mistakes doesn't really help you get your message across.

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Subject: Re: new modles

Posted by [jd422032101](#) on Tue, 27 Apr 2004 00:02:20 GMT

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umm.....ok

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Subject: new modles

Posted by [Aircraftkiller](#) on Tue, 27 Apr 2004 00:09:30 GMT

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You god damned retarded motherfucker!

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Subject: new modles

Posted by [xptek\\_disabled](#) on Tue, 27 Apr 2004 00:33:12 GMT

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AircraftkillerYou god damned retarded motherfucker!

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Subject: new modles

Posted by [jd422032101](#) on Tue, 27 Apr 2004 20:28:52 GMT

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ok some one lock this topic so this will end this pleza