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Subject: need help identifying M1Abrms1b.tga and M1Abrms2b.tga

Posted by [jonwil](#) on Sat, 29 May 2004 02:31:21 GMT

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I was looking through some stuff and I found a model with these textures plus some gmax files that wont open or export properly and some other wierd stuff.

Can someone tell me (based on the texture names) who made the model, what it is supposed to be a model of and (if possible) why the gmax files cant open/export properly.

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Subject: need help identifying M1Abrms1b.tga and M1Abrms2b.tga

Posted by [TheKGBspy](#) on Sat, 29 May 2004 02:52:44 GMT

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done by Eric Kearns.

the medium tank model that was very nice and looking like an m1 abram tank.

about gmax problem i dont know. i never see it. i have see the w3d but original source file i havent

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Subject: need help identifying M1Abrms1b.tga and M1Abrms2b.tga

Posted by [jonwil](#) on Sat, 29 May 2004 04:30:30 GMT

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is this the same as the "old medum tank" ACK has used in some of his maps?  
If so, how come his maps dont have the 2 textures I refered to in the thread title?  
If not, what model is ACK using?

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Subject: need help identifying M1Abrms1b.tga and M1Abrms2b.tga

Posted by [Aircraftkiller](#) on Sat, 29 May 2004 05:12:07 GMT

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I use the original model with only the Renegade version of the UV map.

The tank had two 512x textures and one 256x for the wheels and turret basket, initially.

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