Subject: [models]Generals units for Ren

Posted by nodelites on Wed, 18 Jul 2007 20:51:23 GMT

View Forum Message <> Reply to Message

As the title suggests, I will post completed generals units for play on renegade. Not long ago i figured out how to transfer generals units to renegade succesfully. Now i want to spread the joy. Here I will post downloads for completed units as i finish them.

To start things off I have a fully functional, working, textured Troop crawler ready for download. But becase being unarmed & looking defenseless asks for suicide in renegade, i have "NODified" it a bit, while keeping its look. Please enjoy.

File Attachments

1) Troop Crawler Nod.rar, downloaded 172 times

Subject: Re: Release Thread

Posted by jamiejrg on Wed, 18 Jul 2007 21:23:55 GMT

View Forum Message <> Reply to Message

This is totaly not legal.

Subject: Re: Release Thread

Posted by nodelites on Wed, 18 Jul 2007 21:39:48 GMT

View Forum Message <> Reply to Message

ther not the exact sam meshes if you bother to look, there personlized >> I recreate them in a new mesh, i only use the orignals as a resource(size tread shape,etc).

Subject: Laser Crusader

Posted by nodelites on Wed, 18 Jul 2007 21:44:11 GMT

View Forum Message <> Reply to Message

Here is a the Laser Crusader from Zero Hour. Textured, modeled, boned.

File Attachments

1) Laser Crusader.rar, downloaded 137 times

Subject: Re: Release Thread

Posted by OWA on Thu, 19 Jul 2007 01:09:48 GMT

View Forum Message <> Reply to Message

Join the Scud Storm Team...

Subject: Reedemer Artillery

Posted by nodelites on Thu, 19 Jul 2007 15:54:45 GMT

View Forum Message <> Reply to Message

I am kinda glad of this one. The Reedemer is basiclly a portable artillery unit. (but it looks dang good in the w3d viewer)

As the war with nod drug on NOD starting fleeing into the moutains where GDI's tanks could not go. frustrated with the constant raids on there infantry by nod buggys & apc's, GDI developed the reedemer to bring the firepower to nod wherever they ran. The Reedemers mobility combined with its heavy howiziter proved to be a valuble asset to GDI, which are now begining to mass produce it.

File Attachments

1) Reedemer.rar, downloaded 123 times

Subject: Re: Release Thread

Posted by [NE]Fobby[GEN] on Thu, 19 Jul 2007 15:56:03 GMT

View Forum Message <> Reply to Message

Scud Storm team is dead, man Their mod was just an internal beta released before they quit the mod.

Subject: Re: Release Thread

Posted by Sn1per74* on Thu, 19 Jul 2007 16:00:40 GMT

View Forum Message <> Reply to Message

[NEFobby[GEN] wrote on Thu, 19 July 2007 10:56]Scud Storm team is dead, man Their mod was just an internal beta released before they quit the mod.

Somebody started it back up I believe.

Subject: Re: Release Thread

Posted by SWNight on Thu, 19 Jul 2007 18:38:05 GMT

View Forum Message <> Reply to Message

Yeah, someone started it back up.

Subject: Aurora

Posted by nodelites on Fri, 20 Jul 2007 19:40:12 GMT

View Forum Message <> Reply to Message

The Aurora Plane from the USA. i changed some things when i reconsructed the model, but the textures still work fine. I havent tested this ingame yet so please let me know if theres any bugs.

File Attachments

1) Aurora.rar, downloaded 121 times