Subject: [Model] Cybran T2 Heavy Tank: Rhino Posted by Slave on Sun, 25 Jan 2009 00:06:55 GMT

View Forum Message <> Reply to Message

Supreme Commander Replica Cybran T2 Heavy Tank: Rhino

Version 1.0

The Cybran T2 Heavy Tank, nicknamed the Rhino, is a Supreme Commander unit. This is a direct fire unit that is armed with a dual Laser Cannon.

Provided in this package is a recreation of this unit, in the w3d format.

Enjoy.

=====

USAGE:

=====

Feel free to abuse this model for whatever purpose you please.

Coloring information is not stored in the w3d files, but purely in the textures.

This allows for easy re-coloring to whatever color you want. One might suggest pink.

========

DISCLAIMER:

=========

Permission to distribute this package is granted only to www.renxtreme.info and www.renegadeforums.com

This product is distributed as is and shall not be held liable for the results of improper or proper usage in case this usage results in problems, included, but not limited to; damage, poisoning, terror attacks, vomit on floor, worm in apple, virus in any place, windows in doors, non-working or partially defect breakes, power outage or emtpy swimming pools.

=======

CREDITS:

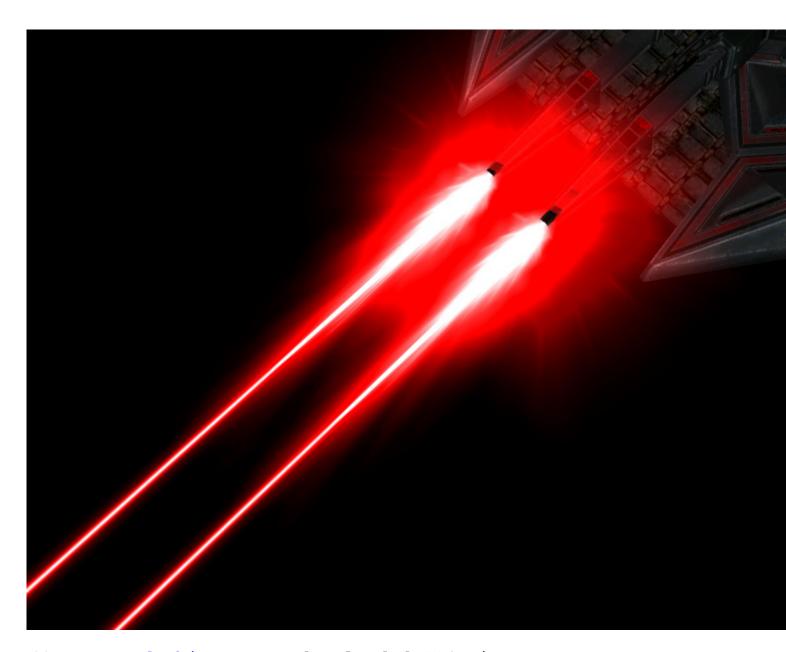
=======

Slave : Creator of this package

THQ & GPG: Creating Supreme Commander
RxD: Motivation and support from it's userbase

File Attachments

1) pyewpyew.jpg, downloaded 196 times



- 2) mz_v_rxd_rhino.gmax, downloaded 114 times
- 3) v_rxd_rhino.gmax, downloaded 82 times
- 4) rxd_rhino_final.zip, downloaded 164 times
- 5) screenshot.png, downloaded 1156 times



Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino

Posted by Gen_Blacky on Sun, 25 Jan 2009 00:42:33 GMT

View Forum Message <> Reply to Message

I think this is Sex with extra lulz

Edit:

The video http://files.filefront.com/Film+0002wmv/;13090199;/fileinfo.html

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by slosha on Sun, 25 Jan 2009 07:40:27 GMT

View Forum Message <> Reply to Message

VERY NICE!! I wish I could see it in game

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by ErroR on Sun, 25 Jan 2009 19:19:49 GMT

View Forum Message <> Reply to Message

found a small bug, the treads spin not from up to down but from left to right

Dans 2 of C Consusted from Command and Consusari Deposited Official Resume

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by Slave on Sun, 25 Jan 2009 20:08:59 GMT View Forum Message <> Reply to Message

That's a leveledit setting. Should be easy to fix. Try building a preset based on the light tank. I know that should work.

(as seen in blacky's uploaded video)

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by SSnipe on Sun, 25 Jan 2009 20:25:45 GMT

View Forum Message <> Reply to Message

THAT IS THE BEST FUCKING ONE IV EVER SEEN

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by Prulez on Mon, 26 Jan 2009 15:51:26 GMT

View Forum Message <> Reply to Message

SSnipe wrote on Sun, 25 January 2009 21:25THAT IS THE BEST FUCKING ONE IV EVER SEEN

DAMN THANKS FOR SHARING, THAT IS ONE USEFUL POST INDEED!

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by Di3HardNL on Mon, 26 Jan 2009 16:21:13 GMT

View Forum Message <> Reply to Message

Very nice!

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by Slave on Sun, 22 Mar 2009 02:07:19 GMT

View Forum Message <> Reply to Message

Bump.

There are gmax files now.

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by Zuess on Sun, 22 Mar 2009 02:33:30 GMT

View Forum Message <> Reply to Message

When is there gonna be a RxD file?

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino

Posted by Gen_Blacky on Sun, 22 Mar 2009 03:29:02 GMT

View Forum Message <> Reply to Message

Who knows

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by Dreganius on Sun, 22 Mar 2009 07:23:42 GMT

View Forum Message <> Reply to Message

I want this as my light tank.

Subject: Re: [Model] Cybran T2 Heavy Tank: Rhino Posted by marcin205 on Fri, 17 Apr 2009 17:15:34 GMT

View Forum Message <> Reply to Message

looks better mamoth tank