
Subject: GDI APC secrets

Posted by [Starbuzz](#) on Tue, 29 Sep 2009 03:53:55 GMT

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Today I was able to see inside the GDI APC by going up against it and then switching to first person.

I saw some cool stuff inside! Like 2 benches for passengers to sit and also most fascinating of them all were textures in the inner bulkhead that had a shovel and 3 green tubes...possibly rocket launchers or mortars or telescopes.

cool! So many hidden gems in Renegade! This made my day!

Funny thing is this was in the apc's skin dds file and I never saw it before though I had edited the APC skin a thousands times by now!

Why did WW model the interior? Maybe additional features for passengers?

Subject: Re: GDI APC secrets

Posted by [_SSnipe_](#) on Tue, 29 Sep 2009 04:39:30 GMT

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THATS AWESOME, DO THE OTHER VECHS!

Subject: Re: GDI APC secrets

Posted by [raven](#) on Tue, 29 Sep 2009 04:42:59 GMT

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Post your apc skin?

Subject: Re: GDI APC secrets

Posted by [danpaul88](#) on Tue, 29 Sep 2009 09:23:14 GMT

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They created the interior because the back of the APC was meant to open and close to let people in & out.

Subject: Re: GDI APC secrets
Posted by [Wiener](#) on Tue, 29 Sep 2009 09:43:37 GMT
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... which would have taken way too much time for a rush

Subject: Re: GDI APC secrets
Posted by [Nightma12](#) on Tue, 29 Sep 2009 10:46:10 GMT
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the nod apc has an interior oto - you can see it in single player

Subject: Re: GDI APC secrets
Posted by [ErroR](#) on Tue, 29 Sep 2009 12:02:53 GMT
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Nightma12 wrote on Tue, 29 September 2009 13:46the nod apc has an interior oto - you can see it in single player
indeed, but the script that let's soldiers spawn and get out of it, is a stationary zone i think

Subject: Re: GDI APC secrets
Posted by [Altzan](#) on Tue, 29 Sep 2009 12:28:43 GMT
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Someone should mod the APC's W3D and remove the back door permanently

Subject: Re: GDI APC secrets
Posted by [ErroR](#) on Tue, 29 Sep 2009 12:55:31 GMT
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Altzan wrote on Tue, 29 September 2009 15:28Someone should mod the APC's W3D and remove the back door permanently
but vehicles don't work online

Subject: Re: GDI APC secrets
Posted by [Spyder](#) on Tue, 29 Sep 2009 13:41:06 GMT
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ErroR wrote on Tue, 29 September 2009 14:55Altzan wrote on Tue, 29 September 2009 15:28Someone should mod the APC's W3D and remove the back door permanently
but vehicles don't work online

They don't?

Well anyways, it would be nice if someone removed the back door and put some sitting soldiers on the benches.

Subject: Re: GDI APC secrets
Posted by [Altzan](#) on Tue, 29 Sep 2009 15:40:40 GMT
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ErroR wrote on Tue, 29 September 2009 07:55Altzan wrote on Tue, 29 September 2009 15:28Someone should mod the APC's W3D and remove the back door permanently but vehicles don't work online

I used Di3's Generals Harvester online... the server doesn't have Renguard though.

Subject: Re: GDI APC secrets
Posted by [Di3HardNL](#) on Tue, 29 Sep 2009 15:53:19 GMT
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For some reason none of the vehicles work online except the harvesters. I wish there was some legal way to get around it, then I would have modded alot of vehicles already

Subject: Re: GDI APC secrets
Posted by [Spyder](#) on Tue, 29 Sep 2009 16:09:19 GMT
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Di3HardNL wrote on Tue, 29 September 2009 17:53For some reason none of the vehicles work online except the harvesters. I wish there was some legal way to get around it, then I would have modded alot of vehicles already

That's very strange, cause I remember using the beta light tank a few months ago. Didn't give me any problems when joining a server or when I was playing.

Subject: Re: GDI APC secrets
Posted by [Tupolev TU-95 Bear](#) on Tue, 29 Sep 2009 17:36:35 GMT
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Di3HardNL wrote on Tue, 29 September 2009 16:53For some reason none of the vehicles work online except the harvesters. I wish there was some legal way to get around it, then I would have modded alot of vehicles already

i cant see why the beta med, mammy and the light (one with cannon on left) cant be used they looke epic

Subject: Re: GDI APC secrets
Posted by [Tupolev TU-95 Bear](#) on Tue, 29 Sep 2009 17:37:50 GMT
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Altzan wrote on Tue, 29 September 2009 16:40ErrorR wrote on Tue, 29 September 2009 07:55Altzan wrote on Tue, 29 September 2009 15:28Someone should mod the APC's W3D and remove the back door permanently but vehicles don't work online

I used Di3's Generals Harvester online... the server doesn't have Renguard though.

i think the harv works because most servers doesnt have a drivable harvester

Subject: Re: GDI APC secrets
Posted by [YazooGang](#) on Tue, 29 Sep 2009 18:52:14 GMT
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Seen that 3 years ago.

Subject: Re: GDI APC secrets
Posted by [EvilWhiteDragon](#) on Tue, 29 Sep 2009 20:36:47 GMT
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pawkyfox wrote on Tue, 29 September 2009 05:53Today I was able to see inside the GDI APC by going up against it and then switching to first person.

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Because originally you would actually have an animation for entering and exiting a vehicle. For the APC it would probably mean getting in the back.

Subject: Re: GDI APC secrets
Posted by [Tupolev TU-95 Bear](#) on Tue, 29 Sep 2009 20:46:23 GMT
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EvilWhiteDragon wrote on Tue, 29 September 2009 21:36pawkyfox wrote on Tue, 29 September 2009 05:53Today I was able to see inside the GDI APC by going up against it and then switching to first person.

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must explains the APC opening hatch file sounds on game-maps.net
