
Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Fri, 23 May 2003 19:26:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm still working on the Weapons Factory mainly, but close to being done with that, so at times go off and do little tid bits of other stuff; here are a few new pictures,

<http://www.cox-internet.com/kleboeuf/build.html>

Some are of the Weapons factory being destroyed and some are of the guard tower being destroyed, and the rest you've prob. already seen. There are basically two types of guard towers, some with base defenses of which you cannot climb up. And they blow up when you destroy them, and then the other you can climb up and snipe from, and those will not disappear when destroyed, but are made unusable, as they will animate to a unusable state as the picture shows.

Subject: Update on C&C_BF42.mix
Posted by [xpontius](#) on Fri, 23 May 2003 19:38:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pretty good for 1942, although I think hovering technology such as the orca's would cause quite a stir. I also need to ask you something check your PM.

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Fri, 23 May 2003 19:45:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

xpontius Pretty good for 1942, although I think hovering technology such as the orca's would cause quite a stir. I also need to ask you something check your PM.

The Orca is not part of the map. I only used it to get shots of the building. All these pictures are only that. Pictures of the Subject. Not the map itself.

Subject: Update on C&C_BF42.mix
Posted by [xpontius](#) on Fri, 23 May 2003 19:53:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I got 2-2.5 hours a day to use my home comp and hour max at school. If you page me the times I could help, thatd be great.

Subject: Update on C&C_BF42.mix
Posted by [maytridy](#) on Fri, 23 May 2003 19:58:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Does the top of the tower fall off when you destroy it?

It looks like that in the pic.

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Fri, 23 May 2003 20:02:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

maytridyDoes the top of the tower fall off when you destroy it?

It looks like that in the pic.

Not completely off, but just as the picture shows. and the ladder is destroyed too.

Subject: Update on C&C_BF42.mix
Posted by [OrcaPilot26](#) on Fri, 23 May 2003 20:12:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

That weapons factory looks too much like the original renegade one (the basic design). I think you should try for something more original.

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Fri, 23 May 2003 20:35:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

OrcaPilot26That weapons factory looks too much like the original renegade one (the basic design). I think you should try for something more original.

Not at all, only the carmaker part of it is even close to being similar.

anything at all to the current Weapons Factory, this ones back in time, 1942, doa!

Why don't you make one and show me? talk is easy,

Subject: Update on C&C_BF42.mix
Posted by [Ferhago](#) on Fri, 23 May 2003 21:30:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

That doesnt look like bf1942 at all

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Fri, 23 May 2003 23:07:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

FerhagoThat doesnt look like bf1942 at all

Subject: Update on C&C_BF42.mix
Posted by [Ferhago](#) on Sun, 25 May 2003 06:23:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Even though I hated the game. I played it for a while and that DOES NOT LOOK LIKE BF1942

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Sun, 25 May 2003 16:57:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

FerhagoEven though I hated the game. I played it for a while and that DOES NOT LOOK LIKE BF1942

So are you the expert Judge? I don't think so. A car coming at you full bore would prob. not look like IT'S GOING TO HURT YOU EITHER, RIGHT?

Subject: Update on C&C_BF42.mix
Posted by [Ferhago](#) on Sun, 25 May 2003 22:00:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

What you just said made no sense

Subject: Update on C&C_BF42.mix
Posted by [OrcaPilot26](#) on Sun, 25 May 2003 22:19:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Captkurt01OrcaPilot26That weapons factory looks too much like the original renegade one (the basic design). I think you should try for something more original.

Not at all, only the carmaker part of it is even close to being similar.

anything at all to the current Weapons Factory, this ones back in time, 1942, doa!

Why don't you make one and show me? talk is easy,

more like 1924, and you could change the "carmaker part" it seems you just haven't taken the time to.

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Sun, 25 May 2003 23:03:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

FerhagoWhat you just said made no sense

Subject: Update on C&C_BF42.mix
Posted by [Creedy](#) on Sun, 25 May 2003 23:41:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi
There is just one thing I don't get how can you compare this to the one in BF1942. There is no weapons factory in BF1942 the tanks just appear

I think this building is pretty cool and I would like to see it on my copy of Renegade
Keep up the good work.

Subject: Update on C&C_BF42.mix
Posted by [OrcaPilot26](#) on Sun, 25 May 2003 23:42:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote="Creedy"]Hi
There is just one thing I don't get how can you compare this to the one in BF1942. There is no weapons factory in BF1942 the tanks just appear
[quote]

He's got a point

Subject: Update on C&C_BF42.mix
Posted by [Ferhago](#) on Sun, 25 May 2003 23:55:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Captkurt01FerhagoWhat you just said made no sense

Or maybe you worded it incorrectly :rolleyes:

Plane english? And your insulting MY intelligence? Apparently someone needs a grammar lesson. Its PLAIN. And dont go saying it was a mistake. There is an edit button.

Subject: Update on C&C_BF42.mix
Posted by [Captkurt](#) on Mon, 26 May 2003 00:57:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

CreedyHi

There is just one thing I don't get how can you compare this to the one in BF1942. There is no weapons factory in BF1942 the tanks just appear

I think this building is pretty cool and I would like to see it on my copy of Renegade
Keep up the good work.

Ok, here is a better explanation,

1. The Guard towers in BF42 were the models I used to create my own version of Guard towers, so they are very close to what BF42 has in it in style and in textures.
 2. The Hospital is my version of a building style that is also in the game BF42. next time your playing BF42, I think the map name is Gazala. Look at the buildings on that map.
 3. You're right, there is no Weapons Factory, in BF42, you have to use you imagination here, because this is Renegade not BF42, and Renegade does have a Weapons Factory. So I found or made, some textures that to me seem to work for the era of BF42, in some of my pictures, you see an Obelisk, and some other buildings that are in Renegade, those are not going in my map, they just happen to be on for what ever reason I was testing.
-