
Subject: New GDI Medium Tank Upgrade
Posted by [Aircraftkiller](#) on Wed, 27 Aug 2003 22:59:22 GMT
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I already implemented this change for Renegade Alert, but I decided to port over the change to Renegade, too. There were some irritating problems with the original Medium Tank I was using, so I went ahead and fixed them.

First issue: Wheels don't have weird lighting anymore, like when the tank is fully lit but the wheels might be dark.

Second issue: No more strange lighting on the turret basket.

Third issue: Antennae changed to be like a real M1A1 Abrams tank. One antenna is shorter than the other. The shortest antenna is the command radio antenna, the other is the platoon radio. Only the commander's tank, in real life, would have the command radio.

Fourth issue: Tread texturing fixed.

Fifth issue: Turret widened and the front slopes were made more prominent like a true Abrams tank.

Sixth issue: The turret basket was moved around a tad and made straight, like a real Abrams tank.

Seventh issue: The area where the cannon connects to the turret has been remodeled and looks almost exactly like an Abrams.

These images show just how true to life it now looks.

I've decided to change my mind for the time being and I won't be giving away the original tank. They'll be another distinguishing feature I incorporate in my levels.

Subject: New GDI Medium Tank Upgrade
Posted by [Wild1](#) on Wed, 27 Aug 2003 23:09:13 GMT
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I was messing around with them on Snow with Aprime, they kick ass. I really like the treads, the tank prism, and the basket.

Subject: New GDI Medium Tank Upgrade

Posted by [maytridy](#) on Thu, 28 Aug 2003 01:00:30 GMT

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Nice work. The new wheels look like the ones from BF1942. (on certain tanks)

Subject: New GDI Medium Tank Upgrade

Posted by [Sir Phoenixx](#) on Thu, 28 Aug 2003 01:10:30 GMT

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Cool...

I screenshots don't really show this, but on the Abrams the front left corner of the turret is about 1-2 feet further back than the front right corner. And the way you've modeled the barrel isn't true to the way the Abrams' turret is in real life.

Other than that, :bigups:

Subject: New GDI Medium Tank Upgrade

Posted by [OrcaPilot26](#) on Thu, 28 Aug 2003 18:17:12 GMT

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That looks much better. It's one less RenAlert innacuracy for me to complain about. Although it looks like it's got too many wheels for some reason, speaking of the wheels, If you bone them like normal vehicle wheels, they will react to vehicle movement.

Subject: New GDI Medium Tank Upgrade

Posted by [TheMouse](#) on Sat, 30 Aug 2003 17:54:59 GMT

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looks good!

Subject: New GDI Medium Tank Upgrade

Posted by [Vitaminous](#) on Tue, 02 Sep 2003 21:21:45 GMT

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Wild11 was messing around with them on Snow with Aprime, they kick ass. I rally like the treads, the tank prism, and the basket.

That is soooooo true!
