
Subject: Updated GDI Medium Tank

Posted by [Aircraftkiller](#) on Wed, 27 Aug 2003 23:00:48 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: Re: Updated GDI Medium Tank

Posted by [boma57](#) on Wed, 27 Aug 2003 23:25:40 GMT

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Aircraftkiller! 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.

Even though you fixed it up, it wouldn't be too distinguishing considering someone could just take the original model out of always.dat (The one with the baskets and antennae, not just the regular tank) and fix the lighting/texture problems for themselves.

I know you changed the turret and other things too, but the most distinguishing features are the basket and the antennae - which are in that w3d - so it still wouldn't be an all too amazingly distinguishing tank exclusive to your maps.

Subject: Updated GDI Medium Tank
Posted by [Aircraftkiller](#) on Wed, 27 Aug 2003 23:26:57 GMT
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The thing is, vdc_gdi_medtnk.w3d has no wheel bones. It won't move. It's missing most of what makes a proper tank in Renegade.

Subject: Updated GDI Medium Tank
Posted by [boma57](#) on Thu, 28 Aug 2003 00:09:54 GMT
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It's not hard to add bones, though.

Subject: Updated GDI Medium Tank
Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 00:18:18 GMT
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Not for everyone. You still have to redo the WWSkin stuff and retexture it, too.

Subject: Updated GDI Medium Tank
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:11:43 GMT
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Easy enough.....

Nice work anyways.....

Subject: Updated GDI Medium Tank
Posted by [z310](#) on Thu, 28 Aug 2003 01:17:17 GMT
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Where did u people learn to do stuff like that

P.S. looks nice

Subject: Updated GDI Medium Tank
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:22:30 GMT
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z310Where did u people learn to do stuff like that

P.S. looks nice

A few year's of experience...

Subject: Updated GDI Medium Tank
Posted by [maytridy](#) on Thu, 28 Aug 2003 01:26:07 GMT
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z310Where did u people learn to do stuff like that

P.S. looks nice

A few years of experience...

Subject: Updated GDI Medium Tank
Posted by [Commando no. 448](#) on Thu, 28 Aug 2003 01:27:37 GMT
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Looks nice, but then again the last time I took a close look at a med was when I was skinning. I didn't pay attention when I was charging that medium tank today with engine. I should really finish that skin pack I was working on. But maybe during the school year, have to move all the files to my new comp. But I am focusing on myself. That some great work. I would like to see what over vehicles you can improve if you have plans. But I guess the Medium reminded you of the abrams so it was bugging you.

Subject: Updated GDI Medium Tank
Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 01:39:30 GMT
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Well, the Medium Tank *is* an Abrams. The original tank, just the M1 Abrams - no A1 or A2 version.

That's why it's fairly weak in C&C, because it doesn't have the Chobham composite armor or the 120mm cannon.

Subject: Updated GDI Medium Tank

Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 03:25:01 GMT

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I thought that it was an M1A1 Abrams in Tiberian Dawn, with the 120mm cannon, but a regular M1 Abrams in Red Alert, with the 105mm cannon.

Subject: Updated GDI Medium Tank

Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 03:36:37 GMT

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Both are the same tank, 105mm cannon.

Subject: Updated GDI Medium Tank

Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 03:56:13 GMT

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Yes, I just checked and it seems you're right. That would make the medium tank a very old design by the time that Renegade takes place, which doesn't make much sense considering that Nod is using a new design of main battle tank. I would have thought GDI would be the ones to be producing new tanks, while Nod would be relying on older imported designs since they are supposed to be representing the Third World. Games don't have to make sense though, I suppose.

BTW, nice improvements to the medium tank model. I noticed something about the model you used for GlacierTS. This is really nitpicking but the medium tank has glowing headlights, whilst the stock westwood vehicles don't. I just thought that this looked a bit weird and inconsistent.

Subject: Updated GDI Medium Tank

Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 04:05:32 GMT

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When I get the time, I'll upgrade the other vehicles.

Yes, it *does* make sense because Nod is using the M2 Bradley IFV as a MBT, which is why the Light Tank is so weak.

Subject: Updated GDI Medium Tank

Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 04:13:29 GMT

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I meant that during the Renegade timeline, Nod has a seemingly new tank design to replace the

Bradley (although it's similarity to the also four-tracked Mammoth might mean that it's actually an old Soviet design or something), whilst GDI is still relying on the old Allied M1 Abrams and equally old Soviet Mammoth Tank. I just would have thought that, if anyone would have a new tank design, it would be GDI.

Subject: Updated GDI Medium Tank
Posted by [PiMuRho](#) on Thu, 28 Aug 2003 05:44:48 GMT
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Actually, the Mammoth was new during the Tiberian Dawn timeline. Westwood just decided to do a bit of retroactive continuity and write it back into Red Alert.

Subject: Updated GDI Medium Tank
Posted by [Aircraftkiller](#) on Thu, 28 Aug 2003 06:00:36 GMT
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Yeah, it's new, doesn't anyone recall the briefing from Kane where he's trying to get you to stop the production of "the GDI beasts with unimaginable power?"

Apparently the Soviets destroyed the Mammoth Tank and Heavy Tank designs so they couldn't be rebuilt, but I would assume that the tank was recreated from studied parts over the years... With new technology that wasn't present in the second world war.

Subject: Updated GDI Medium Tank
Posted by [m1a1_abrams](#) on Thu, 28 Aug 2003 12:41:37 GMT
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I didn't remember that, I'll really have to play through the old C&C campaigns again. It's difficult trying to piece together the storyline considering that Red Alert came after Tiberian Dawn in the real world, like PiMuRho was saying.

Still, the M1 Abrams must be a very old design of tank by the time that Renegade takes place. I don't know why GDI wouldn't have at least upgraded it by then, like in real life with the M1A1/A2.

BTW, does anyone know when Renegade is supposed to take place? That is, if they even bothered to think that far with the storyline. Also, I'm curious as to whether there is any official information about what time Red Alert is set in. Everyone always argues about that.

Subject: Updated GDI Medium Tank
Posted by [m1a1_abrams](#) on Fri, 29 Aug 2003 19:19:44 GMT
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I've just noticed something. Is that a coaxially mounted M240 next to the main gun? I don't remember it being on the original medium tank model.
