Posted by Slammer59 on Sun, 10 Aug 2008 11:56:16 GMT

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Hai Renegade lovers,

Ik need help for (re)making new vehicles, i was planning to add new vehicles by edit the existing
ones, this what i had in plan to make:
-Repair APC both for nod and gdi, with leftmousebutton you can shoot as usual, but with
rightmousebutton you can repair with repair-strength off about 3 techs.
Good for repairing building and exelent for disarming beacons and for tanksupport. cost about 800
credits
-Advanched nod artillery with two barrels with faster firepower, longer range, more health, less
vulnerable for snipers and if i can make it, with rightmoudebutton you can deploy it which give you
200% health but you are a sitting duck. cost about 1000 credits
-Juggernaut-Mammothtank:
Mammoth tank with 3 barrels with faster firepower and longer range, cost about 1800 credits

Ive already used Gmax for making signals for Microsoft Trainsimulator, so i think i know how
gmax works.
QUESTIONS:
-Ive already found the gmax model of the mammothtank but not the skins, where can i find the
skins?
-Where can i find the gmax model and skins of the nod artillery and both apc's?
-are there docs how to make/edit vihicles?
-are new vihicles bound to a map?

Many thanks for your help,

greetz from Dereck the Netherlands