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Subject: "old art assets", whats out there  
Posted by [jonwil](#) on Sat, 29 May 2004 13:21:49 GMT  
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I personally have the following:  
all the official zips from the WS FTP (e.g. buildings.zip, renegadetextures.zip etc)  
the contents of otherassets.zip (conyard, flame tank, humvee, bike, gun emplacement, hovercraft, light tank, truck and some kind of plane)  
the old medium tank with the multiple textures  
And the old longbow apache (I think its got some wheels or something)

I am also aware of the old harvester (being used by the Commmando mod) plus a bunch of old levels that ACK finished up.

Are there any other things out there (old buildings that pre-date the building models in buildings.zip, old vehicles not in the zips mentioned above or whatever?)

Things that are available for download, things that a modder has but hasnt made public, basicly anything that exists outside of whatever vault EA put all that stuff into.

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