

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Deactivated](#) on Sun, 25 Apr 2004 11:21:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

C&C Commando will feature the Machinegun Enplacement, Mobile Machinegun and Tailgun.

Go here to view the full pictures.

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [gendres](#) on Sun, 25 Apr 2004 13:47:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

hmm cool

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [cowmisfit](#) on Sun, 25 Apr 2004 13:53:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

???????????????????? http://www.renalert.com did you steal that?

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Deactivated](#) on Sun, 25 Apr 2004 14:00:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cowmisfit???????????????????? did you steal that?

Nope. They're unused Renegade assets contained in always.dat.  
I posted the filenames in RenAlert forum.

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [cowmisfit](#) on Sun, 25 Apr 2004 14:06:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ooooooooooooo lol, didnt mean anything by that, just was kinda wierd thats all

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Try\\_lee](#) on Sun, 25 Apr 2004 15:10:32 GMT

---

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

---

hahahaaa

I was going to post earlier about wondering how long before someone accuses of them being stolen from RenAlert, but then I thought that people wouldn't really be that stupid...

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [cowmisfit](#) on Sun, 25 Apr 2004 15:50:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Try\_leeahahahaaa

I was going to post earlier about wondering how long before someone accuses of them being stolen from RenAlert, but then I thought that people wouldn't really be that stupid...

were out there o yea were out there

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [pulverizer](#) on Sun, 25 Apr 2004 16:48:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Nice work SeaMan

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Spice](#) on Sun, 25 Apr 2004 17:41:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oh Excellent Those will be fun. Can you headshot someone sitting in it. I doubt it since it will be all counted as a mounted weapon ... but you never know

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 18:22:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just kinda funny how he suddenly "knows" it's there and wants to use it after we do... :rolleyes:

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Deactivated](#) on Sun, 25 Apr 2004 18:29:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

AircraftkillerJust kinda funny how he suddenly "knows" it's there and wants to use it after we do...  
:rolleyes:

No, this was already planned from the beginning.  
The RenAlert update post just reminded I should post screenshots about them.

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [drunkill](#) on Wed, 28 Apr 2004 08:10:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

nice job, i will like to see how this Mod goes, seems it will be cool. now you need SAM sites that pop up! OH GOD! they wrere the best buildings! then the oby then i dunno somthing else.

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Deactivated](#) on Wed, 28 Apr 2004 11:07:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

drunkillnice job, i will like to see how this Mod goes, seems it will be cool. now you need SAM sites that pop up! OH GOD! they wrere the best buildings! then the oby then i dunno somthing else.

Well... there's already a SAM site complete with pop up animations done by Westwood  
They will be like in TD; it is can be destroyed easily only when it is popped up. Otherwise it hardly takes any damage.

---

---

Subject: C&C Commando: Guns a-blazing  
Posted by [Deactivated](#) on Fri, 30 Apr 2004 17:36:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I just noticed that the game is hardcoded to use certain animations for the SAM Site under Objects>SAM Site.  
The SAM Site in Objects>SAM Site is different to found in Objects>Vehicles>Mounted.

---