Subject: New GDI Advanced Guard Tower Posted by Scrin on Fri, 15 May 2009 06:06:25 GMT

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sup dudes, here i want to release my first build of AGT...

credits: Me and DieHardNL ()

(put all files in data-->replace)

File Attachments

1) Niko+Marky gdi agt.zip, downloaded 287 times

Subject: Re: New GDI Advanced Guard Tower

Posted by Tupolev TU-95 Bear on Fri, 15 May 2009 06:15:44 GMT

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nice to release ur projects

Subject: Re: New GDI Advanced Guard Tower

Posted by Xena on Fri, 15 May 2009 06:17:40 GMT

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I'd like to see a ss before I check it out

Subject: Re: New GDI Advanced Guard Tower

Posted by Goztow on Fri, 15 May 2009 06:57:52 GMT

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Can anyone explain me why the agt would need such a huge antenna next to it? :-S

From an artistic point of view, it looks guite nice. But it doesn't really make sense to me.

Subject: Re: New GDI Advanced Guard Tower

Posted by Scrin on Fri, 15 May 2009 07:01:45 GMT

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Goztow wrote on Fri, 15 May 2009 01:57Can anyone explain me why the agt would need such a huge antenna next to it? :-S

From an artistic point of view, it looks quite nice. But it doesn't really make sense to me. you talked about westwood's original agt or what?

Subject: Re: New GDI Advanced Guard Tower

Posted by Goztow on Fri, 15 May 2009 07:11:59 GMT

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No. I was talking from a technical point of view. But apparantly it made sense to Westwood.

Subject: Re: New GDI Advanced Guard Tower Posted by Scrin on Fri, 15 May 2009 07:38:10 GMT

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Goztow wrote on Fri, 15 May 2009 02:11No, I was talking from a technical point of view. But apparantly it made sense to Westwood.

hmm ok, but you know, when AGT is launch heat rocket from the top, its came out from nothing... now i been working with model to create something like mammoth tank's tusk (rocket launcher aggregate)

Subject: Re: New GDI Advanced Guard Tower

Posted by Di3HardNL on Fri, 15 May 2009 08:27:22 GMT

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Yeah this is with the smoke. I never had this version yet

Subject: Re: New GDI Advanced Guard Tower Posted by Xena on Fri, 15 May 2009 08:42:33 GMT

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does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

Subject: Re: New GDI Advanced Guard Tower

Posted by Dover on Fri, 15 May 2009 08:42:41 GMT

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It's a bit much. Way too shiny.

Subject: Re: New GDI Advanced Guard Tower Posted by Di3HardNL on Fri, 15 May 2009 08:50:02 GMT

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Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pilar a darker texturee. But i might be to lazy for that since this is a very old project

Subject: Re: New GDI Advanced Guard Tower Posted by Scrin on Fri, 15 May 2009 10:11:35 GMT

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Di3HardNL wrote on Fri, 15 May 2009 03:50Xena wrote on Fri, 15 May 2009 03:42does it have a damage model now? because at di3's agt with antenna if the agt died it would still look fixed.

No, but I could make it when you destroy the AGT the flashlights will go out and I could give the pilar a darker texturee. But i might be to lazy for that since this is a very old project

Subject: Re: New GDI Advanced Guard Tower

Posted by ArtyWh0re on Fri, 15 May 2009 10:21:37 GMT

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Cool I will check this out.

Subject: Re: New GDI Advanced Guard Tower

Posted by LiL KiLLa on Fri, 15 May 2009 11:17:08 GMT

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ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?

Subject: Re: New GDI Advanced Guard Tower

Posted by ErroR on Fri, 15 May 2009 11:40:13 GMT

Izual wrote on Fri, 15 May 2009 14:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg? that was not meant as a wallpaper

Subject: Re: New GDI Advanced Guard Tower Posted by Scrin on Fri, 15 May 2009 11:46:03 GMT

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Izual wrote on Fri, 15 May 2009 06:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg? ahh lol, you pwn me again

Subject: Re: New GDI Advanced Guard Tower Posted by LiL KiLLa on Fri, 15 May 2009 11:46:42 GMT

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I know it's not a wallpaper but I want to make my own wallpaper.....so gg again

Subject: Re: New GDI Advanced Guard Tower Posted by ErroR on Fri, 15 May 2009 11:51:29 GMT

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just cut the top piece away

Subject: Re: New GDI Advanced Guard Tower Posted by Di3HardNL on Fri, 15 May 2009 13:15:40 GMT View Forum Message <> Reply to Message

Izual wrote on Fri, 15 May 2009 13:17ahh there is not much new stuff on it

I respect all your work but this fails

I want that to make clear wallpapers so gg?

This is like 1 year old.

You fail, you can't even make any replacements for renegade

Subject: Re: New GDI Advanced Guard Tower Posted by Altzan on Fri, 15 May 2009 14:02:29 GMT

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The design is great, Scrin, but it's too shiny imo. Great job

Subject: Re: New GDI Advanced Guard Tower

Posted by The Party on Fri, 15 May 2009 14:28:57 GMT

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ErroR wrote on Fri, 15 May 2009 06:51 just cut the top piece away

That is what I was thinking. However Scrin only posts stuff after a years time which means he wants to delete it.

Subject: Re: New GDI Advanced Guard Tower

Posted by ErroR on Fri, 15 May 2009 14:32:36 GMT

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MasterEvolution wrote on Fri, 15 May 2009 17:28ErroR wrote on Fri, 15 May 2009 06:51just cut the top piece away

That is what I was thinking. However Scrin only posts stuff after a years time which means he wants to delete it.

he still does it

Subject: Re: New GDI Advanced Guard Tower

Posted by slosha on Sat, 16 May 2009 19:36:38 GMT

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nice, but i deleted the agt_emmiter1 and agt_emmitter2 and the smoke inside the agt, I thought

they looked pointless.

Subject: Re: New GDI Advanced Guard Tower

Posted by anant on Mon, 18 May 2009 02:58:16 GMT

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SCRIN, Di3Hard!!!! I LOVE ITTTTT

x100000000 +1

Subject: Re: New GDI Advanced Guard Tower

Posted by Ma1kel on Mon, 18 May 2009 19:23:13 GMT

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needs more bloom

Subject: Re: New GDI Advanced Guard Tower

Posted by Omar007 on Wed, 20 May 2009 09:16:15 GMT

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Ma1kel wrote on Mon, 18 May 2009 21:23 needs more bloom

Nice release though

Subject: Re: New GDI Advanced Guard Tower

Posted by Scrin on Thu, 28 May 2009 05:38:33 GMT

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anant wrote on Sun, 17 May 2009 21:58SCRIN, Di3Hard!!!! I LOVE ITTTTT x100000000 +1

b3tah ramj3t r1fl3!?!

Subject: Re: New GDI Advanced Guard Tower

Posted by Jeroenganges on Fri, 29 May 2009 13:49:37 GMT

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I just keep wondering why people post their ss with a hud that shows building stats but just never publish them.

Subject: Re: New GDI Advanced Guard Tower

Posted by Di3HardNL on Fri, 29 May 2009 15:42:05 GMT

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Not allowed to Its considered as a big advantage or something. But I have it hehehe

Subject: Re: New GDI Advanced Guard Tower

Posted by Jeroenganges on Fri, 29 May 2009 16:00:55 GMT

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And who forbids you?:')

Subject: Re: New GDI Advanced Guard Tower

Posted by Di3HardNL on Fri, 29 May 2009 16:02:47 GMT

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Some staff or something

Subject: Re: New GDI Advanced Guard Tower

Posted by Killgeak on Fri, 29 May 2009 16:13:32 GMT

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its cheating and therefore not allowed. people should know that by now

Subject: Re: New GDI Advanced Guard Tower

Posted by Scrin on Fri, 29 May 2009 16:17:27 GMT

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lol, Netherladians page

Subject: Re: New GDI Advanced Guard Tower

Posted by Jeroenganges on Fri, 29 May 2009 16:32:14 GMT

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Killgeak wrote on Fri, 29 May 2009 11:13its cheating and therefore not allowed. people should know that by now

Not been on this forums before so sorry I don't know that.

But I don't see the problem myself, it doesn't make you aim better or so, and a good player will always hit the J button once EVA said 'somebuilding under attack' every few seconds.

Subject: Re: New GDI Advanced Guard Tower Posted by ErroR on Fri, 29 May 2009 16:53:05 GMT

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ya.. except it's K not j

Subject: Re: New GDI Advanced Guard Tower

Posted by Jeroenganges on Fri, 29 May 2009 17:00:21 GMT

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Whatever, still no answer to why it's an advantage.

Subject: Re: New GDI Advanced Guard Tower

Posted by ErroR on Fri, 29 May 2009 17:02:18 GMT

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because if more buildings are attacked at once, you can instantly see it, i mean, it says under attack, but there is an interval of it saying it, and happens to only 1 building at a time

Subject: Re: New GDI Advanced Guard Tower

Posted by Jeroenganges on Fri, 29 May 2009 17:04:00 GMT

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If you check K you would know that too, and most good players do that every few seconds.

Subject: Re: New GDI Advanced Guard Tower Posted by Scrin on Fri, 29 May 2009 17:07:28 GMT

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Jeroenganges wrote on Fri, 29 May 2009 12:04lf you check K you would know that too, and most good players do that every few seconds.

thank you for bring up my topic

Subject: Re: New GDI Advanced Guard Tower

Posted by LeeumDee on Fri, 29 May 2009 17:09:24 GMT

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Old discussion new topic!

Nice AGT

Subject: Re: New GDI Advanced Guard Tower Posted by ErroR on Fri, 29 May 2009 17:14:03 GMT

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i guess so, but i still think they will not be released, there were several discussions on this

Subject: Re: New GDI Advanced Guard Tower

Posted by Jeroenganges on Fri, 29 May 2009 17:16:55 GMT

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ErroR wrote on Fri, 29 May 2009 12:14i guess so, but i still think they will not be released, there were several discussions on this

Behold, Google. >.>

And to be on-topic, nice AGT, will you also make an obby?

Subject: Re: New GDI Advanced Guard Tower Posted by Sauce on Fri, 29 May 2009 20:08:05 GMT

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yeah, an obby with even more bloom